FROM POORHOUSE TO PENTHOUSE

- V I A -

THE STAR SYSTEM

Casino & Sports Betting

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TABLE OF CONTENTS

- PREFACE -

**** Why this book was written. ****

The average person likes to place a bet ever now and then. It may be on a horse or a ball game. It may be a weekend trip to Las Vegas, Atlantic City, or a trip on a cruse ship. Most, if not all, cruse ships offer Las Vegas style entertainment and casinos.

The vast majority of these people will lose money on their gambling ventures. Some might get lucky and win for a short period of time. Practically all will end up losers if they continue to play for a longer period of time. This book was written to show such people how to put the odds in their favor and become <u>consistent</u> winners.

Its philosophy is not to make big money fast, but to win lessor amounts consistently. It was primarily written to give the average and small bettor a method via which they can eventually become financially independent. In the game of Blackjack, it has consistently averaged a twenty five percent advantage over the house for more than a year. That sounds impossible when compared with card counting which rarely exceeds a three percent advantage. The main premise during its development was to survive that inevitable long losing streak with minimal dollar loss and have a safe recovery method. In certain casino games, you will even discover a way to cancel out long consecutive losing streaks with very little or no money lost.

It is by no means another one of those fly-by-night systems that you see on the market now days. On a scale of one to ten, its degree of difficulty can be considered to be about a three. The average person should have the Star System's betting procedures mastered in just a couple of hours. Although it is a simple system to learn, the results will amaze you, and any observer that is trying to figure out what you are doing will have an almost impossible task.

Its design allows it to take full advantage of the several mathematical opportunities present in the game of Blackjack such as splits, doubles, blackjack, and card counting. Even so, statistics show that it works just as well, or even better, in some of the other casino games.

There are chapters in the book devoted to some of the most popular of these games such as Craps, Roulette, Baccarat, and Sports Betting. In some of these games the degree of difficulty is nil. This is because you will have the time to refer to your notes, rather than have to trust your memory as you would in a fast game of Blackjack.

INTRODUCTION

**** Who This Book is Written For ****

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This book is written for the average person who likes to gamble but is lacking a system which provides them with consistent wins. It is written for the weekend tourist who flies to Atlantic City or Las Vegas hoping they might get lucky and come home without losing all their money. It is written for the card counter who wants more camouflage and profits. It is written for anybody who wishes for a way to get from the poorhouse to the penthouse.

The following excerpt is from the book, "The Casino Gambler's Guide," written by Dr. Allan Wilson and published in 1965. Dr. Wilson's analyses of various intricate betting systems rate as excellent by his critics. His views about betting systems are as follows:

" 1. I have read a vast amount of literature on the subject of gambling, as the references list indicates. In none of this literature have *I* ever read a verifiable account of a successful betting system.

2. In a period exceeding ten years, I have spent an accumulated time of many months in the casinos of Reno and Las Vegas, and I have never seen a successful betting system in action, nor have I ever heard of a successful betting system.

3. I have a personal knowledge of several individualists who have spent years of their lives experimenting with systems, and these persons have done nothing but lose huge amounts of money.

4. So many million people have devoted so much time over the years, both in this country and abroad, to devise successful betting systems, that it seems extremely unlikely that nobody would have stumbled onto at least one such system if any existed.

If you think you have a winning system, if you are a skeptic, if you think you have a system, do yourself the following favor. Play your system on paper for a length of time sufficient to double your bankroll several times. Double it _three times, so that you have eight times what you started with. Don't settle for winning 20 percent or 50 percent of your bankroll, or even doubling it just once. Double it three times. **Give it the acid test.** Get into the long run with it. My definition of the long run for testing a system is the length of time sufficient to double your investment three times. (Most system players who do make a trial run on paper

make the mistake of too short a test!). *If* you succeed in doubling three times without going broke, try to do it again, and *if* that succeeds too, write me and I shall publish it in the next edition of this book as the rarest event of the twentieth century."

The Star System was put to DR. Wilson's "acid test" three time and it passed it all three times. In other words, It took a six hundred dollar bankroll and parlayed it into over forty-eight hundred dollars six consecutive times while playing the game of blackjack. Remember, this is the result of a strictly 100 percent mechanical betting system (no card counting). Each of the six sessions lasted about eighteen hours (108 hr. total), so it meets the prerequisite of being a long enough test. The average bet was roughly six dollars.

This book is the story of how that system came to be. It explains how to play the system and why. In order to illustrate the positive features of the system it is necessary at times to show examples which depict long runs of very bad luck. Please keep in mind that this is not the norm. In actual practice, you will also experience long runs of exceptionally good luck; these are not shown in this book.

It is assumed readers of this book already know the basic rules about the particular game in which they are interested. For that reason, the basic rules are omitted for each of the individual games herein.

I have never lost my daily bankroll when playing this system and that probably involves several hundred thousand hands of blackjack. I have sometimes grown weary of playing and quit before reaching my win goal, but I have never walked away from a blackjack table a loser, please understand, I am not saying that to brag, I am simply" stating a fact. Let me ask you a question. If you always had a twenty-five percent average advantage, can you think of any reason why you should ever walk out of a casino a loser. It's possible, but the odds against it are extremely high.

Here's hoping you will find this book interesting and that the knowledge you gain from it will help make all your future gambling ventures pleasurable and profitable.

See next page for terms you need to know prior to reading book.

IMPORTANT TERMS

Make yourself familiar with these prior to reading the book.

1. Pre-progression Bets: A series of small bets made prior to entering your progression ladder.

2. Progression Ladder: A series of bets in which each bet gets larger than the previous bet.

3. Stop Number: A specified point in your progression ladder at which you stop and start another set.

4. Base Bet: The first bet of a progression ladder from which succeeding bets are figured.

5. Set: A series of bets which ends in a profit being made prior to reaching a stop number.

6. Primary Session: A series of progression bets which reaches a stop number and results in a lost session. There is no such thing as a winning playing session. They are called winning sets. However, you will have winning daily sessions.

7. Recovery Sets: A series of progression bets immediately following a lost session. If you reach a stop number in this series of bets, it will result in a lost recovery session.

8. Bankroll: That amount of money necessary to play one primary session and two recovery sessions in case you lost twenty one consecutive attempts.

9. Rider: The term for letting all monies from a winning bet ride and becoming your next bet. Think of it as being the same as the Daily Double at a race track. If you win, you win big. If you lose, it only cost you the price of a single ticket.

Chapter One

THE STAR SYSTEM

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This system of betting was in development by the author for about eight years. Its birth was in the early eighties. In those days it was strictly a system I had invented for betting the dog tracks. Since then, many changes have taken place in the system. Any resemblance of today's system to the system used in those early days is purely coincidental.

The major portion of these changes took place in 1987. It was during that entire year that (because of an accident), *I* had nothing but time on my hands. Never being much of a book reader, I soon began looking for other ways to pass time away. It was not long before I found myself playing solo blackjack, dealing one hand to an imaginary dealer and another to myself. I began to experiment with my old dog betting system to see if it could be made applicable to a one on one type wager. It all began as just a fun way to pass the time away. However, it quickly developed into a serious project when it became apparent that, if a few problems could be worked out, it would be practically unbeatable.

It took several hundred thousand hands of blackjack and roughly two years time, but the results are, it is now as close to the perfect betting system as one can expect to get. Even though it is taylor made for the game of blackjack, it still works when playing any game that you have roughly a fifty-fifty chance of winning.

It is a very slow progression system with built in stopping points. This prevents the betting from skyrocketing out of sight if an unusually long string of losses occurs. In addition, the progression is not uniform. Instead of being the traditional 2-4-6-8-10 type system everyone uses, it is an unorthodox type such as 1-1-2-4-6-10-16. The reasons for this and other unique features will be covered in detail later in the book.

If you can average winning about thirty three percent of the time you should break even. Anything better than that should make you a winner. The higher your percentage of wins, the higher your profits will be.

You will find **Impatience** to be your biggest problem. Because it **is a slow** progression system, your ability to control your patience is a very important key toward the success of the system. There are going to be times when you will win a hundred dollars or Ip in twenty or thirty minutes. There are going to be a lot more times when you will still be sitting there about even after an hour Or so. It is during these long periods of stalemate that your impatience may get the best of you. It's hard not to pull out the stops and charge full speed ahead. Believe me, that is one temptation you can't afford to have.

The following is an excerpt from one of my favorite books on gambling. It is written by a recognized world class Blackjack player. I quote: "If you play well, it will seem as though you are holding your own for long periods of time punctuated by a few very favorable situations which will jump your playing bankroll up to the next plateau."

That statement is especially true when using this system. Remember, its philosophy is not to make a lot of money fast, but to make lessor amounts consistently. If you have about a fifty-fifty chance of winning, and can survive those **inevitable** long losing streaks, then you will be a winner. As you will soon see, fifteen or twenty consecutive losses is nothing to get upset about. You will quickly recoup your losses as soon as your streak of bad luck is over.

Before getting into the details and unique features that make this system work, let us first look at a comparison between the typical progression system and the Star System. In this manner, you should gain a better understanding of the system and gain some confidence in its use.

The most common progression system, which almost everyone has been familiar with since their school days, is to keep doubling your bets until you win. If it worked, all casinos would be out of business. Its downfall is that a long string of losses is inevitable. It can come along at any time. In addition, most all tables now have a minimum and maximum betting limit. If you gambled for several hours, chances are good you would experience one or more of these very long losing streaks. Let us examine the results of eleven straight losses using the typical double up to catch up type progression. Two dollars will be used as the starting base bet.

Attempts	Amount Bet	
1	$ 2	
2	$ 4	
3	$ 8	
4	$ 16	
5	$ 32	
6	$ 64	
7	$ 128	
8	$ 256	
9	$ 512	
10	$ 1024	
11	$ 2048	Total loss at this point = $ 4094

Let's say that on the twelfth attempt you doubled up and bet $4096 and finally won. The results are that you only made a two dollar profit on an $ 8190.00 investment. That comes out to a plus .024 percent on your money. As you can see, that is not the system to consider using. Chances are good that you would have already lost your bankroll or hit the table limits long before you got to that point.

Let's look at another typical progression system using a much slower rate of progression. You will use the same number of losses as before (11).

Attempts	Amount Bet
1	$ 2
2	$ 4
3	$ 6
4	$ 8
5	$ 10
6	$ 12
7	$ 14
8	$ 16
9	$ 18
10	$ 20
11	$ 22
Total =	$ 132

Let us say on the twelfth attempt you bet twenty four dollars and won. The net results are a minus $108 for a $156 investment. Now you're on the minus side for your money invested. You would need five more consecutive twenty-four dollar wins just to show a twelve dollar profit. Five more consecutive wins is highly unlikely. The chance of recovering from this situation before going broke or hitting the table limits is about zero. The only real difference between this type progression and the previous example is that you are now playing money stakes that the average person can afford. The results are still going to be the same; both will cause you to lose your playing bankroll.

In certain casino games such as, Blackjack, Dice, Roulette, Baccarat and Sports betting, there are certain bets you can make that give you an approximate fifty-fifty chance of winning. I am sure you will agree that, in any game of chance where you have a fifty-fifty chance of winning, two wins in a row is common. Even three wins in a row is something that occurs regularly. It therefore becomes apparent that one of the prerequisites for a successful betting system be that its design results in a profit after two consecutive wins.

The Star System does just that. To accomplish this, it was necessary to design the system with a slow progression in which the numerical spread between bets becomes progressively larger as you progress. The game will be played in progressive sets, much like a tennis match. A set can be a single attempt or it may be stretched out to include a dozen attempts or more. A set begins when you place your first bet and ends whenever you have a profit, or have reached a stop point. Stop points will be covered in the next chapter.

Mathematically speaking, the house should always have a small advantage over you unless you are a card counter in the game of Blackjack. By sticking to certain bets in certain games this advantage can be held to a very low percentage such as one or two percent. That's a piece of cake when using the Star System. In almost every case it will handle anything down to a <u>minus</u> eighteen

percent disadvantage and still show a profit.

Theoretically speaking, *if* you have a fifty-fifty chance of winning, your chances of getting two consecutive wins is the same as the Casinos. With that in mind, the Star System incorporates a unique feature. It allows the progression to stop and remain at one position whenever you and the house are at a stalemate (win one, lose one, etc.) . In other words, you do not take a step up the progression ladder until you experience two consecutive losses. A win followed by a loss simply cancels out the win, and you remain on the same step of the progression ladder. The average progression ladder has nine rungs or steps on it. Remember, the only way to move up the ladder is for the house to win twice in a row. Anytime you win twice in a row you have a profit and it is the end of the set.

For the house to win the set it has to win two bets in succession nine times before you ever win two consecutive wagers just once. Considering that your chances of getting two wins in a row are just as good as the house, the odds now swing well over to your favor. Of course, there comes a time when Lady Luck frowns on everyone. Sometimes you will play for hours and never lose a set. There will be other times when you seem to be losing one set for ever five or six played. The actual ratio is about one set per twenty eight.

For that reason, the Star System incorporates a unique feature called Recovery Sets. The system bankroll will let you play three consecutive sessions (one primary and two recovery), in the event of a long losing streak. Because of the cancelling out method (discussed later), it is impossible to say how many attempts that might be before you would lose your daily bankroll. It would probably be at least fifty or more.

One never knows when that long losing streak is going to come along. You could lose your daily bankroll the very first time you played the system. I have never lost my daily bankroll, and I have played at least one session a day for more than a year now. If your luck is running that bad then it is time to quit anyhow. No system in the world could beat that kind of luck. All you have lost is your daily bankroll and tomorrow is another day.

Many examples for the remainder of this book will contain remarks which apply to the blackjack player. The following chart shows the difference between the Star System and a conventional progression system.

Typical Pro. System	The Star System
$ 2	$ 2
$ 4	$ 4
$ 6	$ 6
$ 8	$ 10
$ 10	$ 16
$ 12	$ 26

Notice that two consecutive $12 wins in the typical system results in you still being in the lost column. Two consecutive wins at the same point in the Star System results in a $14 profit even though you have only hit 28% of your bets.

You can also see in the previous example that **anytime** you receive two consecutive wins in the Star System it results in a profit. This enables you to end the set and start over. If you're a blackjack player you should note that a blackjack will also give you a profit and let you end the set. As you will discover later, there may be times you will want to press on after a blackjack. It all depends on where you are in the progression ladder and whether you are card counting or not. As a rule of thumb, you always take a profit, no matter how small it is, and start a new set.

It is easy to see that it would not take many steps up the progression ladder before the wagers would begin to get excessive for the average gambler. Because of this, there had to be a way to hold the progression within certain limits whenever one of those losing streaks came along. This is done by having a maximum bet in each set which is a called a STOP. It may be easier if you think of it as the top rung of the progression ladder. If you reach a Stop number (or the top rung) and lose, then it is the end of the set and session and you **stop.**

You will then begin a Recovery Session that will consist of using a higher base bet. The difference between a set and a session will be explained in the next chapter. You should now begin to see some of the differences and advantages of the Star System over other systems.

CHAPTER 2

THE PROGRESSION SET

* Pre-progression Numbers * Progression Ladder * Stop Numbers *

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I am sure you have heard the expression: "It's so simple, I don't understand why I never saw it before." That is the truth when it comes to the development of the Star System. About a year ago this book included several chapters that looked like the final exam for a college algebra course. There were code numbers, cue numbers, stop numbers, and pages of memory work.

For a system which is designed for the average person, *I* seriously doubt that anyone would have taken the time or effort required to learn it. Now, it has been greatly simplified by at least tenfold, yet I am positive it is an even better system today than it was in those earlier days. A couple of hours of study and you should have the basic betting part mastered.

If you plan on using this system playing the game of blackjack, and you are not already a blackjack player, it will take longer. This is because you must also learn Basic Strategy. You may also want to learn to card count. It should be noted that the ability to card count <u>is not</u> a requirement when using this system.

To begin with, you will always have a base bet that you will start your day off with. Your base bet will be the figure from which all other computations will be made. What that particular figure will be, depends on your financial status, and it is left up to your own discretion. The average or small bettor may elect to use a one, two, or five dollar base bet. The high roller may want to use a fifty or hundred dollar base bet.

It does not make any difference what base bet you decide to use. Your profit, **percentage wise,** will remain the same. For example: You elect to use a one dollar base bet. After betting one hundred dollars, you have a hundred and thirty dollars. That is a profit of thirty dollars or a thirty percent profit. If you had been using a ten dollar base bet, instead of the one dollar base bet, your profit (percentage-wise), would have still been thirty percent.

The Star System was primarily designed with the average and small better in mind. Therefore, all examples contained in this book will be given on the low side, such as a one, two, three, or five dollar base bet. Also, the Star System is designed to take particular advantage of the game of blackjack. Therefore, some of the examples will show hands of blackjack to depict wins and losses. Remarks about the game of blackjack will be occasionally made.

Your base bet and succeeding progression bets will always be a multiple of the following:

The Progression Ladder:

$ 1
$ 2
$ 3
$ 5
$ 8
Stop

For example: You decide to use five dollars as your base bet to begin your gambling session with. Your progression will be:

$ 5
$ 10
$ 15
$ 25
$ 40
Stop

An easy way to remember the next bet is that (except for the first two), each succeeding bet is the sum of the two previous bets. As you can see in the above example: $15 is the sum of $5 and $10, $25 is the sum of $10 and $15, and $40 is the sum of $15 and $25.

Your progression **ladder** will only consist of five attempts. That might be rolls of the dice, hands of blackjack or baccarat, spins of the roulette wheel, or anything in which you have about a fifty-fifty chance of winning. Even a five percent house advantage, such as some of the bets on the roulette wheel, is nothing that the Star System cannot overcome.

During the early stages of development, one of the main problems that had to be eliminated was that using five attempts was not enough. Reaching the top of the progression ladder, before achieving two consecutive wins, happens too often when there are only five steps in the ladder. To progress higher up the ladder quickly becomes too expensive for the average gambler.

Common sense tells you that the more chances you have to accomplish something, the better the odds are that you will succeed. That should especially be true if you basically have a fifty-fifty chance to begin with. Your goal is to achieve two consecutive wins.

At this point, I will add that blackjack players have an advantage because they can often go down for doubles. Also, a single win (a blackjack), will show a profit and end the set.

Is there a way to get more attempts in the set without having to invest a lot more money? The answer is yes. There are two things that can be done.

The first thing you can do is to incorporate what I call the pre-progression numbers. They will be explained in more detail later. Although they are a part of the progression set, they are separate from the progression ladder and wagered on via a different method. Their sole purpose for existence is to extend the life of the progression set from five attempts up to nine or ten attempts. You won't make a lot of money off them in the short run, but it adds up to quite a lot over the long run. When that inevitable

losing streak comes along they are worth their weight in gold.

The second thing that you can do was covered in chapter one. It is to let a win followed by a loss, cancel itself out. You then comeback with the same bet just as though those two hands never existed. The following is an example of the pre-progression numbers and progression ladder using a five dollar base bet.

	$1	The sum of these numbers
Pre-progression #s:	$1	can be less but never more
	$1	than your base bet.
	$2	

	$ 5 = Your primary base bet.
	$ 10
Progression Ladder:	$ 15
	$ 25
	$ 40

If you add up the above columns you will note that the answer is one hundred dollars. As a rule of thumb, you can figure twenty dollars as the cost of a one dollar base bet set. The above five dollar base bet set will therefore be five times that, or one hundred dollars. For example: Let's say that you lost a set in which you had been using eight dollars as your base bet. You should know that you just lost one hundred and sixty dollars (8 x 20 = 160). As I said, that's a rule of thumb; it all depends on what you are using as your pre-progression numbers. It could be plus or minus a couple either way.

After months of testing, it was determined that using four pre-progression numbers is the happy medium. That gives you nine attempts in which to achieve your goal of two consecutive wins. If you have a fifty-fifty chance of winning, that should become routine.

You are probably already saying to yourself: "If I win on the second, third, or fourth attempt, while in my pre-progression numbers, I haven't won, I have lost." If you are thinking that, then you are wrong.

Each one of your pre-progression bets will show a profit. You accomplish this by use- of the following procedure. You let all winning bets ride while in your pre-progression numbers. By doing so, two consecutive wins will show a- profit equal to three consecutive wins via the normal route. If you are using 1-1-1-2 as your pre-progression numbers, your profits will be as follows with two consecutive wins.

Pre-progression Numbers: Let all Wins Ride	Profit
	1 & win = 3
	1 & win = 2
	1 & win = 1
	2 & win = 3

* Using five dollars as your base bet, let's look at the profits obtained in a set whenever two consecutive wins occur.

	Wager	Profit
Pre-progression Numbers:	1	+ 3
	1	+ 2
	1	+ 1
	2	+ 3
	5	+ 5
	10	+ 10
Progression Ladder:	15	+ 10
	25	+ 15
	40	+ 20

Now is the time to mention that (unless you are letting a bet ride), you always pull your winnings, and come right back with the same bet when in your progression ladder. For instance, let's say that in the above example you do not obtain your two consecutive wins until you are on the fifteen dollar step of your progression ladder. Up until that point you were twenty dollars down in the set (five in your pre progression numbers, and fifteen in the progression ladder) . Now, you have just won two fifteen dollar bets in a row. That gives you a ten dollar profit. That is the end of that set and you start over again.

There are a few cases where you cannot use four pre-progression numbers and still make any kind of profit. This happens when you are using a one, two, or three dollar base bet. In these three cases, remember to use the same number of pre-progression numbers as you have in your base bet. Example:

Pre-progression numbers:

	$ 1 Base Bet	$ 2 Base Bet	$ 3 Base Bet
	1	1	1
	---	1	1
		---	1

Progression Ladder:			
	1	2	3
	2	4	6
	3	6	9
	5	10	15
	8	16	24
	---	-----	-----
Total:	20	40	60

Let's look at the same basic chart only this time it will show the profits made whenever two consecutive wins occur.

$ 1 Base Bet & profit	$ 2 Base Bet & profit	$ 3 Base Bet & profit
1 +3	1 +3	1 +3
------	1 +2	1 +2
	------	1 +1

Progression ladder:		
1 +1	2 +2	3 +3
2 +2	4 +4	6 +6
3 +2	6 +4	9 +6
5 +3	10 +6	15 +9
8 +4	16 +8	24 +12

As you can see, anytime your base bet is less than four, the number of hands per set will also decrease. The reverse is also true. When using a base bet of five or more you could use more than four pre-progression numbers. By doing so, you are just spinning your wheels so to speak. You will find it difficult enough just to get out of four pre-progression numbers.

There will probably be times when you will think about forgetting them completely. To do so is inviting disaster. That is the best way I know of to lose the next five hands in a row. **Patience** is an important part of this system. Be content to just sit there and take all those little wins. They will add up to quite a lot of money in the long run. Remember, the philosophy of The Star System is not to make big money fast. *It* is to make smaller amounts consistently and survive long losing streaks.

You can easily figure out what your pre-progression numbers should be by using one of the following two methods. If you are using a base bet that can be divided by five, divide it by five. The answer will be what you will use for your first three numbers or bets. Your fourth number (or bet), will be Double the answer. Example: Let's say you want to use fifteen as your base bet. Fifteen divided by five is three. Your pre-progression numbers will be 3-3-3-6.

If your base bet is just one number away from a number that can be divided by five then round it off to the nearest five. Repeat the above procedure and then adjust the last number so that the sum is equal to your base bet. Example: If you are using fourteen as your base bet you will round it off to the nearest five (15). Divide by five and the answer is three. Adjust the last number so that the sum equals your base bet. The answer is five. Your pre-progression numbers are (3-3-3-5 = 14). *If* your base bet is sixteen then your pre-progression numbers will be (3-3-3-7). When your base bet falls on any other number it is still simple to figure by the following method.

Divide your base bet in half. Then divide the answer in half. Then pick two numbers that are evenly spaced between that answer and zero. Example: Let's say eighteen is your base bet. Divide that in half and the answer is nine. Divide that in half and round the

answer off to five. Now pick two numbers that are evenly spaced between that answer and zero (1 and 3). Your pre-progression numbers will be (1-3-5-9).

It may be necessary for you to adjust one *of* the numbers up or down occasionally. Use your own judgement, it's not that important. The main thing is that their sum be equal to or less than your base bet. In the last example (1-3-5-7) or (1-3-5-8) would have been O.K. If the sum of your pre-progression numbers is less than your base bet there will be a small profit made on step one or two of your progression ladder with a single win.

If your game is blackjack, then it becomes doubly important that you follow the above procedure. If your base bet is twenty five dollars, you definitely don't want to use something like 1-1-1-1-1-2-2-15 as your pre-progression numbers. Such a sudden jump in your bets would draw immediate attention to you as being a probable card counter. The house would begin to watch you much more closely. Swallow that desire for attention. The type they give, you don't want.

You don't want to get barred for being *a* card counter, especially if you're not one. The casinos are in business for only one reason. That is to make money. They will also bar you if you are a consistent winner, so keep a low profile. You don't need to get their attention for any reason. They can and will use the card counting excuse to bar anybody anytime.

If you are going to use twenty five dollars as a base bet, use 5-5-5-10 or 2-4-7-12 as your pre-progression numbers. That looks exactly like some type of stupid progression system and they love to see that. You could even put a 1 on the front (1^2-4-6-12) . This will give you five pre-progression numbers and stretch the set out to *a* minimum of ten attempts. As I said, the numbers you use are not that important. Just try to make it look like a normal type progression and keep their sum from exceeding the amount of your base bet. Being a dollar or two on the short side is all right.

In actual practice - when you are using chips - keeping track of your pre-progression wagers is very simple. Let's use five dollars as your base bet and 1-1-1-2 as your pre-progression numbers. Remember, you let all wins ride.

Simply take five chips and sit them to the side or hold them in your hand. Bet one at a time until there are only two left. Then bet the two. Anytime you get two consecutive wins you have made *a* profit. Bring your chip total back up to five and put the remainder in with your other chips. Sometimes you will stay in your pre-progression bets for thirty minutes or more. Sometimes you will lose them in four consecutive hands. After you have lost all your pre-progression chips, you then begin with your base bet and start up the progression ladder.

As mentioned earlier, you can stretch those nine or ten attempts out even more via the cancellation method. By using the cancellation method the average losing set contains about fifteen to twenty attempts. With a fifty-fifty chance of winning, you should easily be able to get two consecutive wins in fifteen to twenty attempts. If not, then you must agree that your luck is running exceptionally bad.

Let's look at an example of what a typical losing set might look like on paper. Five dollars will be your base bet and 1-1-1-2 will be your pre-progression bets.

Pre-progression bets:

Number of attempts:	Amount bet:	Remarks:
1	$ 1	won = let ride
2	$ 2	lost = 4 remain
3	$ 1	won = let ride
4	$ 2	lost = 3 remain
5	$ 1	won = let ride
6	$ 2	lost = 2 remain
7	$ 2	lost = 0 remain

Progression Ladder bets:

8	$ 5	won
9	$ 5	lost — cancels out
10	$ **5**	lost
11	$ 10	won
12	$ 10	lost — cancels out
13	$ 10	won
14	$ 10	lost — cancels out
15	$ **10**	lost
16	$ **15**	lost
17	$ **25**	lost
18	$ 40	won
19	$ 40	lost — cancels out
20	$ **40**	lost = Stop number

Total loss = $ 100   End of set & session. *
You will now begin a Recovery Session *

Notice that the set contains twenty attempts. If you could have put together two consecutive wins at any point you would have had a profit. You would have then ended the set and started a new one. Remember, you only cancel out when you are in your progression ladder. You do not cancel out when in your pre-progression bets. When you are in your pre-progression numbers, a win followed by a lost counts as a loss. This is attributed to the fact you were letting a win ride and lost.

Blackjack players; Please note that a blackjack, occurring at **any** time, results in you being even or a profit being made. Reference above example: A blackjack occurring at attempt # 8 would have been a $2.50 profit. #9 - +$7.50, #10 = +$2.50, #11 - +$5, #12 = +$15, #13 = +$5, #14 = +$15, #15 = +$5, #16 - +$2.50, #17 = +$2.50, #18 = Even, #19 = +$40, and #20 =Even.

Here is some information that you might be interested in knowing. According to the laws of probability pertaining to blackjack, a player should receive a blackjack about once every twenty hands.

Would you believe there is still another way to increase the number of attempts per set without investing more money? The answer is yes. It involves card counting and you can conceivably increase your number of attempts per set up to thirty or more. It will be fully covered in the chapters on blackjack and card counting.

Unless you a card counter that's all there is to a progression set. Before continuing to Recovery Sets and Bankroll, let's first review some of the key points of chapter two. These key points must be thoroughly understood before advancing on to the next chapters.

Question # 1:

What are your primary base bet numbers from which all other computations are figured? Ans; 1-2-3-5-8.

Question f 2:

What is the purpose of your pre-progression numbers?
Ans: To increase the number of attempts that can be played in a progression set without any large increases in your wagers.

Question # 3:

What is the number of additional hands or bets that you desire to have in your pre-progression numbers?
Ans; Four.

Question # 4:

It is not possible to use four pre-progression numbers with a base bet of one, two or three dollars, and still make an acceptable profit. What do you do?
Ans; Use the same number of pre-progression numbers as your base bet contains (1 for 1, 2 for 2, & 3 for 3) .

Question f 5:

When you win a bet while in your pre-progression numbers what do you do? Ans: Let it ride.

Question f 6:

What do you do if you also win the next bet?
Ans; Collect your winnings and start over.

Question f 7:

What do you do when you win a bet while in your progression ladder?
Ans; Collect your winnings and comeback with same bet.

Question # 8:

What do you do if you also win the next bet?
Ans; Collect your winnings and start a new set.

Question # 9:

What do you do if you are in your progression ladder and you have a win followed by a loss?
Ans; The two hands cancel each other out so you repeat the same bet.

That is the nuts and bolts of the system. It covers the most important principals of the Star System. They should be so thoroughly mastered that their application becomes second nature.

CHAPTER 3

BANKROLL & RECOVERY SETS

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*** BANKROLL ***

There is no such thing as an absolutely, one hundred percent, perfect system. That unbelievable long string of losses is bound to come your way sooner or later. When it does, you can lose everything it took months to win if you don't have a stopping point. That is why you will have a daily bankroll. Your daily bankroll is your daily limit. If you ever lose it, you have reached your stopping point for the day. It all boils down to the following synopsis.

1. A single win followed by a loss cancels out.
2. With a fifty-fifty chance of winning, you have as good a chance as the casino does in obtaining two consecutive wins.
3. It takes two consecutive wins, either by you or the dealer, for the progression set to continue to go up.
4. If the house gets two consecutive wins, it results in you taking just one step up the progression ladder.
5. If <u>you</u> get two consecutive wins, it results in a profit and the set is over.

For the house to win your daily bankroll it will have to obtain and maintain about a six to one ratio over you, in consecutive wins, for quite a while. Enough time to play a primary and two recovery sessions. If that happens, then it is not your day for gambling and you should stop.

Don't worry about it. All you lost was one day's bankroll. The Star System gives you an excellent chance to come back and win every day for the next several months. Whether you plan to continue or not, that is the end of that day's session.

A day's session is that period of time from where you make your first bet of the day until you achieve your win goal or lose your bankroll. A days session consist of at least three playing sessions.

A playing session is that period of time from where you make your first bet of a set until you lose the set. A playing session may be made up of many sets (as in a tennis match). A set can be anything from two attempts to twenty or more.

Your win goal can be any amount up to your daily bankroll. If your bankroll is five hundred dollars, your win goal can be any

amount you choose, so long as it is not over five hundred dollars. You should also set yourself a time limit and stop whenever you reach one or the other.

In the game of blackjack, statistics show that you will win twenty five cents per hand per one dollar base bet. Example: If you are playing a primary base bet of ten dollars, you will average winning $2.50 per hand over the long run.

Knowing that, you can easily determine a realistic goal. Let's say you decide to play Blackjack. You decide to use five dollars as your base bet. You should know, with everything being normal, you will average winning about $1.25 per wager. At a full table you will probably average playing about 60-70 hands an hour. That being the case, you should expect to win about $80 per hour. If not, then the deck is cold, and you should think about moving on to another table. If your winnings are considerably more, you may want to play longer until your winning streak begins to ebb.

Practically every book on the subject of blackjack will recommend that you hold your playing sessions down to forty five minutes or an hour. This procedure is intended to keep you from getting tired plus being spotted as a card counter. If you're making crazy plays and bets and winning - obviously being lucky -you are not going to draw much attention from the casino. People have lucky streaks all the time and the casinos expect it. They also rightfully expect to win it all back, plus more, if that individual will continue to play for a while.

If it becomes obvious that you are making all the right moves at the right time, and consistently winning, you will start being watched. With all the activity going on in a casino, it will probably take about an hour before they will begin to suspect and watch you more closely. That is why you should hold your playing sessions down to about an hour at any one casino. You don't want to get barred. Also, you don't want them to learn your system.

The bankroll required to play this system is two hundred times your starting base bet. Example: If you want to play a one dollar base bet you should have a two hundred dollar bankroll.

The reverse is also true. If you have a sum of money and are wondering what your primary base bet should be, you divide by two hundred. Example: If you have a six hundred dollar bankroll then you could play *a* three dollar maximum base bet.

That amount of money will let you play one primary session and two recovery sessions if you lost your first twenty-one wagers of the day; That is highly unlikely. It will also give you a 10% pad. Almost all of the time, you will find that you didn't even need ten percent of your bankroll to be off and running in good shape. If you ever do lose your daily bankroll, then it's time to stop for the remainder of the day.

To continue on, at the same rate of progression, gets expensive fast. The next session - it may only be nine attempts long - could cost you double what the total of the three previous sessions cost you. That is enough money to bankroll you for two more days. You are already on a bad losing streak so why risk it. Quit, while you can get out cheap. Tomorrow you can move to another casino and double your starting base bet if you want to. That would involve the same amount of money as that required for a third recovery session, and your chances of winning have become

vastly improved. In other words, it is enough to finance three normal playing sessions instead of just one large recovery session.

Mental attitude is another reason you should quit if you lose your daily bankroll. I guarantee, if someone's luck is running so bad that they lose their daily bankroll, it is going to affect their mental attitude. Almost everyone will try to double up to catch up. It is during these times they may be tempted to throw out the pre-progression bets or even add another step to the progression ladder.

All **I can** say is, **Don't.** Granted, most of the time you will get away with it. But, the first time you don't, can wipe out many days profit. Failure to stick with the game plan is what prevents almost all good gamblers from becoming professionals. They know they should be winning, and when their not, they just keep increasing their bets until all cash and credit is gone. Somehow they have forgotten; **That inevitable long losing streak is going to come everyone's way sooner or later.** If you don't have a preset daily bankroll and use it, then you may find yourself with serious money problems.

What is your hurry? You can gamble every day for the rest of your life if you want to. If you are using the Star System, and its recommended daily bankroll, you should never have any financial problems as a result of your gambling.

* RECOVERY SETS *

About a years time was spent experimenting with recovery sessions. Many different versions and mathematical formulas were tried and many worked. Some looked great for a while, but would eventually fail when that **long** losing streak refused to go away. Others would allow you to play five or more recovery sessions with a daily bankroll. They resulted in an excess amount of time being spent with little or no profit being shown. The final results are: two recovery sessions are sufficient and offer the best compromise.

Each of these sessions will have a primary base bet that is double that of the previous lost session. For example: You start your day off using a base bet of two dollars - requires a $400 bankroll - and you lose the set (also a session). You would then begin your first recovery set using four dollars as your base bet. If you also lost that set (& session), you would begin your second recovery session with a twelve dollar base bet.

An easy to make mistake is to double the four and use eight instead of twelve. Don't forget, you have just lost a two dollar base bet primary session, plus a four dollar base bet recovery session. That totals up to six and when doubled the answer is twelve. If you lose the twelve dollar base bet recovery session, you have lost your daily bankroll. You should still have ten percent or forty dollars left with which to go eat or relax at the slots if you want to.

Your primary session and recovery sessions are structured the same. There is one important change to make about their application. This change in application only occurs in one instance. It is important that you remember it. It only occurs when starting a recovery session after losing the previous session.

Because you just lost a session, the house has now obtained a nine to one ratio over you concerning consecutive wins. The ratio should be averaging fifty-fifty. You are way over due for the cycle to swing back around to your favor. For that reason, you do not want to start your recovery session making minimal pre-progression bets. Instead, total up all your pre-progression bets and bet their sum as just one pre-progression bet. If you win, you let it ride, just as you always do when betting pre-progression numbers. If you lose, then you advance to your progression ladder just as always.

The first time you receive two consecutive wins you then go back to using all four pre-progression numbers if more sets are required. In other words, it only applies to the first set of a recovery session. After that, you resume all four pre-progression bets in the succeeding sets of the recovery session. The reason for going back to four pre-progression bets is because you have just achieved two wins. The odds are against receiving two more, thereby making it four in a row.

In order to clear up any unclear parts of the above procedure lets review it again. This will be the same procedure you use in your everyday play. Let's say you have 2 thousand dollars for a bankroll and are wondering what is the maximum base bet you can use. Two thousand divided by two hundred equals ten. Ten dollars is your maximum base bet for a two thousand dollar bankroll.

You begin to play and lose the set and session. That results in you being two hundred dollars down. Divide two hundred by ten and the answer is twenty. Twenty dollars will be the base bet in your first recovery session. You decide to use 4-4-4-8 as your pre-progression bets. Now comes the change in procedure.

Since you just lost a set and session, you don't want to switch back to using low pre-progression bets now. Instead, bet the whole twenty dollars as one pre-progression bet. If you win, let it ride, just as you always do when in your pre-progression bets. If you lose, you go right into your progression ladder and make another twenty dollar bet, which is the normal first step of the ladder. Everything is just the same from there on out. If you win a set and start another set, within the same recovery session, you go back to using all four pre-progression numbers.

If you lost your first recovery session and it became necessary to start a second recovery session you would repeat the procedure. If you lost your second recovery session and your daily bankroll is gone, it is time to quit for the day. You should still have at least ten percent of your bankroll left.

That ten percent will come in handy for certain situations. For example, you may get on a good winning streak and decide to bump a bet up a little (a side bet you might say). If it wasn't for the ten percent pad you would have to borrow from your next step on the progression ladder. With the pad, you don't have to worry about that. Just continue on as you normally would have

done. It especially comes in handy in the game of blackjack. It allows you to split pairs or go down for doubles without having to use (or borrow) monies from the next step of your progression ladder. You may need that extra step to win the set.

Statistics thus far in chapter three are based on the assumption that you began your day with a losing streak, and are winning less than thirty percent of the time. That seldom will be the case, but it served its purpose because it shows you the foundation on which the system is built.

What happens if you are consistently winning, but hit a losing streak that causes you to lose the session prior to obtaining your win goal? How do you figure your new base bet? The answer has already been shown but not explained. It is very simple. You always divide the amount you are down by ten. The answer will be your new base bet for the next session known as a recovery session.

That accomplishes the same thing as losing a session straight out and doubling your base bet except now it is on a sliding scale. Example: Let's say that you are using a five dollar base bet and are playing your first set of the day. You win forty dollars, hit a losing streak and lose the session. You are only sixty dollars down because you won forty prior to losing the session. Divide sixty by ten and the answer is six. Six dollars, instead of ten, will be your new base bet for your recovery session. By using this procedure you can now lose as many as four, five, or possibly more sessions before your daily bankroll is exhausted.

You use this procedure **only after losing** a sess**ion.** You do not use it when the previous set was won, which will be the norm when playing recoveries. Example: You start out using a five dollar base bet and lose the set (& session) in nine consecutive attempts. You would then be one hundred dollars down. Divide by ten and you know to start a recovery session using a ten dollar base bet. You proceed to win the set and make a fifty dollar profit. Now you are only fifty dollars down. You do not divide the fifty dollars by ten and use a five dollar base bet. You remain with the ten dollar base bet (using four pre-progression #s) until you recover the entire one hundred dollars or lose the session. It may require that you play several more sets using a ten dollar base bet before the entire hundred dollars is recovered.

If all the above is still confusing, then the examples on the next page should help clear it up.

The first example will cover just the basics and show the progression schedule in the event of twenty-one consecutive losses. The second example will be more complicated. It will include occasional wins, plus instructions on how and when you figure your next base. A $3 primary base bet, which requires a six hundred dollar bankroll, will be used in both cases. The $ sign will be omitted and the initials, P.P.#s, will replace the words, pre-progression numbers.

Example 1;

Primary Session	Wager & Results:		Remarks:
P.P.#s:	1	lost	With a $3 base bet you only
	1	lost	use three pre-progression bets.
	1	lost	
Progression Ladder:	3	lost	
	6	lost	
	9	lost	Total loss this set: $60
	15	lost	
	24	lost	10 ⟌ 60 = 6
			Six dollars = new base bet.

==================== **END OF PRIMARY SESSION** ====================

Recovery Session # 1	Wager & Results		Remarks
P.P.	6	lost	Since the previous set was **lost** we now use the sum of all our P.P. #'s.
Progression Ladder:	6	lost	
	12	lost	Total lost this set: $120
	18	lost	Total loss both sets: $180
	30	lost	
	48	lost	End of set.

============== **END OF RECOVERY SESSION # 1** ==============

You have just lost two sessions in a row. That is very unusual. I can only remember it happening to me twice in about a years time. In both cases, I fully recovered in my second recovery session. Up to this point you have loss a total of $180. Divide that by ten to determine what your new base bet will be. The answer is eighteen. Eighteen dollars will be your base bet for your second and final recovery session.

Recovery Session # 2	Wager & Results:	Remarks:
P.P.#s	18 lost	Since the previous set was **lost** you add up the P.P.#'s and make one single bet.

Progression Ladder	18	lost
	36	lost
	54	lost
	90	lost
	144	lost

END OF RECOVERY SESSION # 2

Total loss = 360
Add to that: 180 From previous two sessions.

Total loss = 540 Dollars

With that kind of luck, I am sure you will agree, it is time to quit for the day. You still have sixty dollars (ten percent) of your bankroll left. Go some place and enjoy a show. Tomorrow is another day.

The above example is strictly a hypothetical situation, intended only to show you the progression ladder in its simplest form. Twenty consecutive losses are stretching it a bit, although it undoubtedly has happened to many people.

The next example is a much truer picture of what one of those very long losing streaks looks like on paper. It will contain considerably more losses than wins. In the end you will have lost your daily bankroll. Let me reiterate, a losing streak such as this will rarely happen, but it is the only way I know of to illustrate a lost primary session followed by two lost recovery sessions.

These are the ingredients that make up your daily bankroll. It is important that you know how they are determined. At first glance, the following example may look too long, dry and uninteresting. You may be tempted to bypass it. I am sure you have heard the expression: "A picture is worth a thousand words." In reality, the following example is a picture of the system. If you will proceed slowly, bet by bet, set by set, session by session, you should know the Star System.

Every possible situation will be illustrated, accompanied by explanatory comments. It is not nearly as hard to do as it may look on paper. Once you get the basics, it is so simple, a child can do it.

Let's say you have a thousand dollar bankroll. One thousand divided by two hundred equals five. Five dollars will let you play a primary session and two recovery sessions in case you lose every hand as in the previous example. The first session will be your five dollar base bet, primary session. If you lose it, you will have to begin a recovery session. O.K., let's start your five dollar base bet session. You will use 1-1-1-2 as your pre-progression numbers.

Primary Session		Wager & results:	Remarks:
	P.P.#s	1 lost	
Set # 1		1 won	Let the $2 ride.
		(2) won	Plus 4 less 2 previously bet
Profit = $2			equals a $2 profit.
			- End of set -
		1 lost	
Set # 2		1 lost	
		1 lost	
		2 won	Let the $4 ride.
		(4) won	Plus 8 less 5 bet = + $3.
Profit = $3			- End of set -
Set # 3		1 lost	
		1 lost	
		1 won	Let the $2 ride.
		(2) won	Plus 4 less 3 bet = + $1.
Profit = $1			- End of set -
Set # 4		1 won	Let the $2 ride.
		(2) won	Plus 4 less 1 bet = + $3.
Profit = $3			- End of set -
Set # 5		1 lost	
		1 lost	
		1 lost	
		2 lost	Lost all P.P. bets
Loss = $5			*** Not the end of set. ***

-- Begin Progression Ladder --

	Wager & results	Remarks
	5 lost	
	10 won	Pull your win & bet $10.
	10 lost	Cancels out last hand.
Repeat last bet	10 won	Pull $10 & bet $10 again.
	10 won	Equals a $10 profit.
Profit = $10		- End of set -

	Wager & Results:	Remarks:
Set # 6		
	1 lost	
	1 lost	
	1 lost	
P.P. = $5 loss	2 lost	.... Start Progression Ladder
	5 lost	
	10 lost	
	15 lost	
	25 lost	
	40 won	.... Pull $40 & bet $40 again.
	40 won	.... Equals a $20 profit.
Profit = $20		- End of Set -

Set # 7		
	1 lost	
	1 lost	
	1 lost	
P.P.#s = $5 loss	2 lost	.... Start Progression Ladder
Progression Ladder	5 lost	
	10 lost	
	15 lost	
	25 lost	
	40 lost	..Stop -- **A Lost Set**
Loss = $100		

============= E N D O F S E S S I O N =============

Total hands in session.. 42
Number of hands won 14
Number of hands lost ... 29
Percentage of wins 30%

You have lost your five dollar primary session. You are not really a hundred dollars down because you won thirty-four dollars prior to losing the set. You are only down sixty-six dollars. Let's round it off to the nearest ten and say you are seventy dollars down.

Seventy divided by ten equals seven. Seven dollars will be your new base bet in recovery set number one. Let's use 1-1-2-3 as the pre-progression numbers.

Note: There is a $5 error in-the above computation.

You actually only lost S6l. Because the following charts are based on seventy, it will be left #s is

for the present time. Results = the same.

Recovery Session # 1	Wager & Results:	Remarks:
Set # 1		
	7 won	Last set was **lost**
P.P.#s		Bet sum of all P.P.#s
		Let $14 ride
	(14) won	Plus $28 less $7 bet = +$21
Profit = $21		- End of set -

Set # 2	1 lost	The last set was **won**
		Resume normal P.P.#s
	1 lost	
P.P.#s	2 lost	
	3 won	Let $6 ride.
	(6) won	Plus $12 less $7 bet = +$5
Profit = $5		- End of set -

Set # 3	1 lost	
	1 lost	
	2 lost	
	3 lost	Four P.P.#s lost
	-------------	Start Progression Ladder
	7 lost	
	14 lost	
	21 lost	
	35 lost	
	56 lost	Another **lost set.**
	Stop	
		Hands played.... 16
	Statistics:	Hands won 4
		Percentage 25%

Twenty times your base bet of seven equals one hundred and forty, so you lost $140 in that set. However, you won $26 dollars prior to losing the set, so you are only down $114. Round it off to the nearest ten, and call it $110 down for the set. Now you add the $110 to the $70 you lost in your primary set, and you determine that you are a total of $180 down.

A much easier way to figure it is to simply keep track of your chips. If you know what you started with, you can quickly determine that you are roughly $180 down at this point. Now you need to determine what your base bet for recovery set number 2 will be.

Divide one hundred -eighty by ten and the answer is eighteen. To keep your bets simple to figure and place, use an even twenty dollars as your base bet. Use 4-4-4-8 as your P.P.#s.

Recovery Set # 2

The last set was lost. That results in a lost session. You now bet the sum of your P.P.#s.

```
Set # 1            Wager & Results:          Remarks:

    P.P.#s          20   won .... Let $40 ride
                   (40)  won .... Plus $80 less $20 =  +$60
 Profit = $60                        - End of set-
-----------------------------------------------------------------
Set # 2              4  lost .... Now you begin using 4 P.P.#s
                     4  lost
      P.P.#s         4  lost
                     8   won .... Let $16 ride
                   (16)  won .... Plus $32 less $20 = + $12
 Profit = $12                        - End of set -
-----------------------------------------------------------------
Set # 3              4   won .... Let $8 ride.
                   ($8) lost .... Counts as a $4 loss.
      P.P.#s         4   won .... Let $8 ride.
                   ($8) lost .... Your second P.P. loss
                     4  lost .... Your 3rd P.P.loss
P.P.#s = -$20        8  lost .... Finished with P.P. bets.
          --------------------------
                    20  lost
Progression         40  lost
  Ladder            60   won .... Pull your $60 win & re-bet $60.
                    60   won .... A $40 profit. - End of Set -
Profit = $40
     -------------------------------------------------------
 Set # 4             4  lost
                     4  lost
     P.P.#s          4  lost
                     8  lost .... End of P.P. bets
         ---------------------------
                    20  lost
Progression         40  lost
  Ladder            60  lost
                   100  lost
                   160  lost .... A Loss Set. 20 x 20 = $400 down.
Loss = $400
=============== E N D   O F   S E S S I O N ================
```

Less the $112 won = a $288 loss. Let's call it a $290 loss.

Total number of hands 26
Total number of wins 8
Percentage of wins 31%

Although you lost $400 in that session, you are only down $290. This is due to the wins you received in the first three sets of the session. Add the $290 to the $180 lost in the two previous sessions and you are only a total of ***$470*** down after one primary and two recovery sessions.

Note that dividing by ten has saved you $530. If you had been doubling your base bet at the end of each session you would have lost $1000. Now you can attempt another recovery session. You still have a $530 bankroll. You divide ten into $470 to determine your new base bet. The answer is forty-seven. You will normally round that off to the nearest five or ten and use a forty-five dollar base bet.

In this case you can not do that. If you do, you will not have enough money to finish a set in the event of more bad luck. 'Forty-five dollars times twenty is $900 and you only have five hundred and thirty, By dividing twenty - the number it takes to play a one dollar session - into your bank roll ($530), you determine that approximately $27 is the proper base bet to use. Let's round it off and use a $25 base bet.

This is a slow progression system to start with. Now you are only using one half your required base bet. You will just be spinning your wheels so to speak. Here is the perfect opportunity and reason to employ the Rider. The Rider is fully explained in chapter four.

Let <u>all</u> wins ride, even those in your progression ladder. Getting two consecutive wins when using the Rider equals the same profit as getting three consecutive wins via the normal route. You are <u>way pass due</u> so why not try it. After all, the success of the system depends on getting two consecutive wins in the first place. Either way, you are going to need them in order to win. It is now or never, as you only have enough money for one more set in the event of a loss. With just a little luck, you will be well up the road to a recovery.

Recovery Session # ***3***	Wager & Results:		Remarks:
P.P.#s	$25	lost	..... Lost last session. Bet sum of P.P.Is
Progression Ladder	$25	lost	
	$50	lost	
	$75	lost	
	$125	lost	
Lost = $500	$200	lost	..Bankroll depleted.{ $40 left }

= = = = = E N D OF S E S S I O N ===============

You now have lost your $1000 daily bankroll. By dividing by ten you got an extra session. It is time to quit for the day.

Total number of hands played ... 90
Total number of hands won 26
Overall percentage of wins 29%
Average bet.................... $11

The previous example shows the results of a streak of bad luck that lasted for an unusually long period of time. Notice what the results would have been if you had gotten a win on your last bet, let it ride and won.

The profit on that win alone would have been six hundred dollars. The total amount you would have invested up to that point would have been seven hundred and sixty dollars. The net results would have been that you recovered all but one hundred and sixty dollars of your thousand dollar bankroll.

The next example requires a full page. For that reason the remainder of this page will be left blank.

This example contains a shorter run of bad luck. No recovery session was necessary. The left column is the results of flipping a coin thirty-three times. <u>The right column is the exact opposite.</u> Notice that the left column" shows a higher profit, even enough it had a lower win percentage (42%), than the right column (58%). You will use a five dollar base bet and 1-1-1-2 as your pre-progression numbers. A double vertical line (| |), represents pre-progression numbers. A single vertical line (|), represents the progression ladder. A double dashed line (===), represents the end of set.

```
        || 1   lost
        || 1    won ..let 2 ride
        ||(2)  lost
        || 1    win ..let 2 ride
 - $5   ||(2)  lost
        || 2   lost
      --------------
        | 5    lost
        |10    lost
Profit  |15     won ┐
 $10    |15    lost ┴ cancel
        |15     won .. collect 15
        |15     won
==============================
        || 1   lost
        || 1   lost
        || 1   lost
 - $5   || 2   lost
      --------------
        | 5     won ┐
        | 5    lost ┴ cancel
        | 5    lost
Profit  |10    lost
 $15    |15    lost
        |25     won ..collect 25
        |25     won
==============================
        || 1   lost
        || 1    won ..let 2 ride
        ||(2)  lost
Profit  || 1    won ..let 2 ride
 $1     ||(2)   won = $1 profit
==============================
        || 1    won ..let 2 ride
        ||(2)  lost
Profit  || 1   lost
 $1     || 1    won ..let 2 ride
        ||(2)   won = $1 profit
==============================
   | Thirty Three Attempts |
   |      Plus $27         |
         4 SETS
```

```
|| 1    won ...let 2 ride
||(2)  lost
|| 1    won ...let 2 ride
||(2)  lost
|| 1    won ...let 2 ride
||(2)   won ... = $1 profit
==============================
|| 1    won ... let 2 ride
||(2)   won ... = $3 profit
==============================
|| 1   lost
|| 1    won ...let 2 ride
||(2)  lost
|| 1   lost
|| 2    won ...let 4 ride
||(4)   won .. = $3 profit
==============================
|| 1    won ...let 2 ride
||(2)   won ... = $3 profit
==============================
|| 1   lost
|| 1    won ...let 2 ride
||(2)   won ... = $2 profit
==============================
|| 1    won ...let 2 ride
||(2)   won ... = $3 profit
==============================
|| 1   lost
|| 1   lost
|| 1    won ...let 2 ride
||(2)  lost
|| 2    won ...let 4 ride
||(4)  lost   = - $5
             ----------
| 5    lost
|10    lost
|15     won .. collect $15
|15     won = $10 profit
==============================
|| 1   lost      | 33 Attempts |
|| 1   lost      |  Plus $23   |
                    7 SETS
```

From the preceeding example you can see that you don't need to worry about which side to play. You can play either the red or black on the roulette wheel. You can play the pass, or don't pass line on the dice table. It wouldn't make any difference as long as you have anyplace near average luck.

If you knew the system well enough you could play both sides at the same time, and make a profit on both sides. There is even a better way. It will be fully explained in the following chapters.

=== Chapter Three Review =====

Question: If you have six hundred dollars for a bank roll, what will be the maximum base bet you can use?
Ans: Three dollars. (200 divided into 600 = 3)

Question: In the event of an unusually long consecutive losing streak when you first began to play/ how many sessions will the above bankroll allow you to play?
Ans: Three.

Question: How do you figure what your new base bet for a recovery set will be?
Ans: Divide ten into the total loss.

Question: What is the reason for adding your pre-progression numbers together, and betting the total amount when you enter a recovery set.
Ans: You are overdue for your share of wins, and you don't want to obtain them betting minimum bets.

Question: Why don't you use the same procedure when entering a new set after the previous set was won?
Ans: You just received two wins. Odds are against receiving four in a row.

Question: You lost your daily bankroll. What should you do and why?
Ans: Quit for the day. Your losing streak may not be over. Also your mental attitude has probably been affected.

Question: How many sets are there in a session?
Ans: Until you lose. It could be one set or many. The average is about twenty-eight in the game of Blackjack. The average in the game of Craps is about fifty (method # 1).

CHAPTER 4

RIDERS

==

The procedure of letting your original bet, plus its winnings, stay on the board for another bet is a Rider. Except for their use while in your pre-progression numbers, the Rider is not an integral part of the Star System. Nevertheless, because of its higher profit potential it will be discussed.

There are certain times when (if successful), its profit potential outweighs the consequences of its failure. One instance might be a situation such as that in recovery session number three at the end of the last chapter. Also, if you are a card counter, and playing the game of Blackjack, you will employ its use.

Use of the Rider was tested extensively during the development phase of the Star System. Serious consideration was even given to making it an integral part of the system by making its use mandatory after every win.

While playing the game of blackjack, it even passed Dr. Wilson's acid test [See Introduction] . The reason it did not become an integral part of the system is because on two occasions it got to the last attempt of the last recovery session before winning. I consider that a little to close for comfort. As a result, I can not recommend its consistent use, but it truly is a border line case.

Since its use eliminates the canceling out procedure it can cause the number of attempts per session to be significantly lower. You will get many more attempts per session by not using it. Nevertheless, if used at the proper time, it is safe and will significantly increase your profits when successful. It is these times that you should be made aware.

One good time is if money is not a primary concern, and you're just in town for a weekend of gambling. You might as well go for the brass ring so to speak. You will reach your win goal much faster, and you still stand a very good chance of succeeding. For a short run of two or three daily sessions, I would not hesitate in its use if I could afford the loss in the event I wasn't successful.

To use an analogy, *I* will compare it to the game of baseball. If you use the Rider you will probably lose your bankroll about as often as back to back home-runs occur. That may be months away, or it could be the next two batters up. If you don't use the Rider, you will probably lose your bankroll about as often as two triple plays occur in the same game.

If your luck is running close to average (no major losing streaks), then using the Rider will result in far greater profits. On the other hand, if you get on a losing streak, then your bankroll is going to dwindle at a much faster pace. The problem is, nobody knows when that winning or losing streak is going to come along. When one does begin, there is only one individual who has a good idea about whether it will prevail or not. That person is the card counter in the game of blackjack.

Let's look at an example of the disadvantage associated with using the Rider. You will use a five dollar base bet and 1-1-1-2 as your pre-progression numbers. The exact same number of attempts will be made in both examples.

	=== Not using the Rider ===		== Using the Rider ===	
	Wager & Results:		Wager & Results:	
	1	lost	1	lost
P.P.#s	1	lost	1	lost
	1	lost	1	lost
	2	lost = $5 down	2	lost = $5 down
	5	won ┐	5	won...Let $10 ride
	5	lost ┴ cancel	(10)	lost = $10 down
	5	won ┐	10	won...Let $20 ride
	5	lost ┴ cancel	(20)	lost = $20 down
	5	lost = $10 down	15	lost = $35 down
	10	won ┐	25	won...Let $50 ride
	10	lost ┴ cancel	(50)	lost = $60 down
	10	won ┐	40	won...Let $80 ride
	10	lost ┴ cancel	(80)	lost = $100 down
	NOT THE END OF SET		**END OF SET** **END OF SESSION**	

Now you can see the disadvantage of using the Rider. In the set where you used the Rider you did not achieve your two consecutive wins in thirteen attempts. As a result, you lost the set and your primary session. Now it -is necessary to begin a recovery session. That should not present a problem. You still have two recovery sessions to go.

In the set where you did not use the Rider you only got to the first step of your progression ladder. As a result, you still have an excellent chance to win the set.

The next page shows examples of the advantages of the Rider,

Now let's look at the **advantages** the Rider has to offer. We will use the same base bet. We will assume that you already lost your pre-progression wagers and begin with the progression ladder.

Not using the Rider		Using the Rider	
P.P.#s = $5 down		P.P.#s = $5 down	
5	won ┐	5	won...let $10 ride
5	lost ┴ cancel	(10)	lost = $10 down
5	won ┐	10	won...let $20 ride
5	lost ┴ cancel	(20)	lost = $20 down
5	lost = #10 down	15	lost = $35 down
10	won ┐	25	won...Let $50 ride
10	lost ┴ cancel	(50)	lost = $60 down
10	won = even	40	won...Let $80 ride
10	won = $10 Won	(80)	won = $ 160 Won
END OF SET		**END OF SET**	
Profit = $10		Profit = $60	

From looking at the previous examples it is obvious that the Rider will increase your winnings considerably when successful. It is also obvious that it will cause your bankroll to diminish much more quickly when not successful.

For the above reasons, I recommend you restrict its use to the following situations. First; You are a card counter in the game of blackjack. Unless you are a card counter it is strictly a trusting everything to Lady Luck type wager. Second; You are on a winning streak, and it is early in the progression set. A loss at this point still leaves you several more chances to win the set. In other words, unless you are a card counter, only use it as a fun bet when you can afford it. Otherwise, if you lose, it will cause you to be one step higher on your progression ladder.

A now or never type situation, similar to that at the end of chapter three, is another instance when I recommend using it. You were at the end of your bankroll. You had to have two wins or your day was over. In that case you have everything to gain, and nothing to lose by its use. There are other times for its use. Those times will be covered in the coming chapters which cover specific casino games.

Think of the Rider as being like the Daily Double at a race track. You need to win both in order to collect. If you do, the payoff is usually very good and the risk was worth it.

See appendage # 1, Page 99 (The Rider System), for an excellent system using- Riders.

NOTES

SPECIAL NOTE FOR BLACKJACK PLAYERS

READ & HEED

Every authority and every book on the subject of Blackjack will tell you to hold your playing sessions down to about an hour. If you still want to play after that, then move on along to another casino for another hours session.

Ladies and Gentlemen, that statement is meant only for about that 1% of people who have the capability to **consistently vin** in the casinos. If you happen to have a;-; computer brain, and can play the Revere advance point count strategy, or you are just the average person who knows the Star System, then **you do have the capability to consistently win in the casinos,** and that needs to be a secret that only you know. If and when the casinos ever discover it, you will be barred. There is no if's, and's, or but's about it. A consistent winner is something they simply will not allow.

I don't even recommend that you play one on one. By doing so, you are going to stand out like a sore thumb because of your ability to consistently win. I recommend that you play at a full table if possible, and from a multi deck shoe. By doing so, you will be able to blend in with the rest of the players while you just sit there and whittle away a little at a time.

You can be sure that most of the time, within five minutes after you sit down, the casino will have already identified you as a possible card counter or a non card counter. If you are identified as a non card counter (and you will be if playing the Star system), then they are not going to waste their time on you because they know the odds are in their favor and you are going to lose over the long run. So, as a result, you are probably going to get thirty or forty minutes of free playing time. At that time it is probably going to become obvious to someone that you are consistently winning and that they should take another look at you. First,, they are going to check you for card counting again and that's going to take about five minutes. When they are convinced that you are definitely not a card counter, they will probably check to see if there is any cheating going on such as a partnership between you and the dealer. To make it short and sweet, your hour is going to be up and you will be out of there before they ever figure out what is going on. One thing for certain, you must have just been on a lucky streak because they know that there is no such thing as a betting system that works.

But, if you continue to sit there for several hours as a continuous winner, and give them the time to really key in on you, then they will discover the fact that you are playing some sort of a winning system. At that time you will be barred. In addition, they probably have your picture on video tape and you may discover that you are also barred at other casinos because the casinos share that type information.

So, **A WORD TO THE WISE,** play about an hour and then move on, or you may find out that you can't play at all. As a result, I don't recommend that you use a monetary figure as a win goal. Instead, I recommend that you use an hours playing time as your win goal and take whatever it will give you.

CHAPTER 5

BLACKJACK

Blackjack is the ideal game to employ the Star System. The design of the entire system, as it stands today, is primarily to beat the game of Blackjack. The reason Blackjack is easier to beat than other games is because a single win - a blackjack - will result in a profit and end the set. Also, being able to go down for doubles and splitting pairs is a big advantage. In addition, card counting [already a proven casino beater], can be integrated with the system for even better results.

The author did not learn to card count until several months after the system was completed. As a result, statistics given in this chapter were obtained without the aid of card counting. Even now, *I* prefer to play without card counting, although *I* will be the first to admit, my winnings would increase if I used it.

The reason I don't use it is because I think card counting is to much work, It takes all the fun out of the game for me. The extra profits that are attainable are not worth all the extra work and concentration as far as I am concerned. As long as I can have fun and consistently win without using it, I don't plan on consciously using it. Notice that I said “consciously”. I am sure that because I learned to card count, and understand the principles involved, unconsciously helps me. I always seem to be well aware as to when the deck is positive or negative by any appreciable amount.

The next chapter [card counting], will explain how to integrate card counting with the system. It is for those of you who already card count, or those of you who want to get the maximum profits attainable from the system. It will also give a simple, but very effective way to card count in the event you wish to take that extra step. Let me re-emphasize, the system does not require that you be able to card count. It will give you an average advantage of twenty-five percent as is. Card counting may result in you picking up another one to three percent.

===== BASIC STRATEGY =====

There is one thing the system does require if you wish to obtain the quoted percentages of this book. You must be able to play **Basic Strategy.** When I first began work on designing this system, I was just another average tourist who didn't have the slightest idea about what basic strategy is.

What is basic strategy? To keep it short, basic strategy is a result of the computer age. Every hand possible was put into computers and played against every other hand possible, millions upon millions of times. The results are what is known as basic strategy. Mathematically speaking, in order to achieve your best chance of winning, there is one and only one correct way to play each hand. It all depends on what the dealers up card is and how many decks are in the game.

Besides being the best way to improve your chance of winning, it also ensures a set pattern for playing from which accurate statistics can be accumulated and worked with. Playing basic strategy theoretically gives you about a fifty-fifty chance of winning. If you don't play basic strategy the house probably has a five to ten percent advantage over you. That is way to much. You would be better off playing the Pass or Don't Pass line on the crap table.

You **must** play basic strategy to order for this system to work at its peak efficiency. The next chart should help you learn basic strategy. Notice that it is for four or more decks. The Star System strategy is just the opposite of what the card counter looks for. The card counter prefers to play one on one and a single deck game. The Star System player looks for a full table and four or more decks in use.

Reference pg. 51 Changes to make for

single deck play.

Double down on 5-3 and 4-4 (not 6-2), against dealers 5 or 6
Double down on 9 against dealers 2 thru 6.
Double down on 11 against everything.
Double down on A-2 against dealers 4, 5, or 6.
Double down on A-3 against dealers 4, 5, or 6.
Double down on A-6 against dealers 2 thru 6.
Double down on A-8 against dealers 6.
Do not hit A-7 against against dealers Ace.
Split 2-2 against dealers 3 thru 7.
Split 6-6 against dealers 2 thru 6.
Stand on 7-7 against dealers 10.

BASIC STRATEGY * FOUR OR MORE DECKS

Player Cards	Strategy
5,6,7,or 8	Always hit.
9	Double down if dealer shows 3 thru 6, otherwise hit.
10	Double 2-9, otherwise hit.
11	Double 2-10, hit against ace.
12	Stand 4-6, otherwise hit.
13 thru 16	Stand 2-6, otherwise hit.
17 thru 20	Always stand
SPLITS	
A-A	Always split.
2-2	Split 4-7, otherwise hit.
3-3	Split 4-7, otherwise hit.
4-4	Do not split. count as 8.
5-5	Do not split. count as 10.
6-6	Split 3-6, otherwise hit.
7-7	Split 2-7, otherwise hit.
8-8	Always split.
9-9	Stand 7,10 or Ace otherwise split.
10-10	Always stand.
HANDS WITH AN ACE	
A-2, A-3	Double 5,6, otherwise hit.
A-4, A-5	Double 4-6, otherwise hit.
A-6	Double 3-6, otherwise hit.
A-7	Double 3-6, hit 9,10 or Ace, otherwise stand
A-8, A-9	Always stand

The preceding chart must be learned to the point so that its application becomes second nature to you. Keeping track of where you stand on the progression ladder should be the only thing you need to be concentrating on. If you are already a card counter, or plan on becoming one, then your basic strategy will be different. The basic strategy chart for card counters will be found in the chapter on card counting.

In an effort to learn everything I could about the game of blackjack, I bought and studied many books on the subject. I feel there are two that are outstanding. These two books will always be on my desk, readily available for review when needed. Both books are small, to the point, and easy to understand. They contain everything a student of the game needs to know. For that reason [if your serious about the game of blackjack], I highly recommend you obtain both books.

The first of these books is primarily concerned with how to play the game of Blackjack. Its title is: "Blackjack To Win", published by Grey Knight Publications, 3725 Investment Lane, Riviera Beach, Fla., 33404. Its author is George Williams, who for obvious reasons writes under a pen name to protect his true identity. For me to tell you how to play blackjack could cause me to be sued for a copyright infringement because it would be a reprint of his book.

The second book is primarily concerned with casino deportment. Its title is: "Turning The Tables on Las Vegas", published by Vintage Books, Random House Inc., New York, N.Y. Its author is Ian Anderson. Mr. Anderson ranks as a world class player. In his book he teaches self-discipline, camouflage, and how to deal with the various stresses present in casino gambling. It will give you a good understanding of the psychological and motivational aspects of the players and casino personnel. In short, the book tells you how not to get barred from the casinos.

As already mentioned, you don't have to be a card counter to get barred. The casinos don't enjoy getting beat by anybody. If you can consistently do that, they would much prefer that you do your gambling in another establishment.

If you truly wish to become a top notch blackjack player, I strongly recommend that you obtain a copy of both books. If you use the Star System coupled with the knowledge you gain from those two books you should become virtually unbeatable.

There is a third book that I find very interesting. If the exact mathematical statistics arrived at by computers concerning the laws of probability interest you, then you should obtain it. I suppose you could call it the Father of Basic Strategy. Its title is: "Playing Blackjack As A Business", published by Kyle Stuart Inc., 120 Enterprise Ave., Secaucus, N.J., 07094. It was written by one of the all time great blackjack players, Mr. Lawrence Revere.

The book contains several chapters about some of the best card counting systems there are. They may be a little to difficult to learn for the average person. Besides, card counting is not required when playing the Star System. It does however- contain the statistics that resulted in basic strategy. Pages of very interesting statistics will show you such things as how often you can expect a blackjack, why you should hit an A-7 when the dealer

is showing a 9 or 10, why you should never insure a blackjack unless you are counting cards, and why you should go down for doubles with an A-2 through A-7 when the dealer is showing a 5. I doubt if there is any question you can think of, that pertains to the odds in blackjack, that you won't find answered in the book.

The most important thing you need to do right now is to learn Basic Strategy. The things you may pick up from reading the above books could be compared to getting a final tune-up on your car after it just had a major overhaul. The major overhaul is learning basic strategy.

The basic strategy chart looks simple enough. I am sure the average person can memorize that one page in an hour or so. After you think you have it memorized, then give yourself the following test. I'm sure you will be in for quite a surprise.

Take the basic strategy chart, plus a deck of cards, and sit down at a table. Since the 5, 6,7,and 8 are always the same, and no problem to remember, you will by-pass them and start with the nine. Lay two cards that total nine face up in front of you. Don't use an ace as one of the two cards. These will represent your first two cards (dealt face up) in a multi deck game.

Take the remainder of the deck and turn over one card at a time. This card represents the dealers up card that you will always see after the deal. Don't deal a down card to the dealer as it is irrelevant. You will always count the dealer's down card as a ten. Don't even think anything else. The dealer's down card is always a ten as far as you are concerned. Each time you turn a card over, ask yourself what you should do according to basic strategy. Check your answer against the chart.

After you have gone through the entire deck against a nine, go to the next line on the chart and repeat the same procedure for a ten. Do the same for ever players hand on the chart. When you can make the correct decision, in each case, within two seconds after seeing the dealers up card, you will know basic strategy perfectly. I think you will find, even though you may have had the chart memorized perfectly, your recall must be trained to trigger itself from seeing the cards themselves.

Don't forget, single deck basic strategy is different from multi deck basic strategy. There are about fourteen differences between the two. According to the material I have read, you will not win if you play single deck basic strategy in a multi deck game and visa versa.

Sometimes **[as a handicap],** I will practice at home with a single deck using multi deck strategy. On the average, I lose a few more hands and progress up the progression ladder a little farther, but I have never yet lost my daily bankroll.

For your practice at home, I recommend that you make or purchase yourself a shoe from which to deal your cards. It is more convenient and easier than trying to deal four or more decks from your hand. One place you can obtain one, plus other blackjack oriented books and products, is R.G.E., 414 Santa Clara ave., Oakland Ca., 94704. Write them and they will be happy to send you their catalog free of charge.

As mentioned earlier, the system works best at a crowded table with four or more decks in play. It is a slow progression system, and the ideal situation for it is to have a neutral deck at all

times. This theoretically gives you a fifty-fifty chance of winning each hand you play.

For those of you that are not familiar with the term "neutral deck", let me explain. Neutral deck, positive deck, and negative deck are all terms that apply to card counting. A positive deck contains more high cards than low cards and favors the player. A negative deck contains more low cards than high cards and favors the dealer. A neutral deck has about the same number of high cards and low cards, and favors neither the dealer or the player.

These positive and negative situations occur primarily because of the clumping of high or low cards in the deck. Since you are not card counting you won't know the status of the deck. In order to keep the affect of such a clumping of cards to a minimum, you therefore want the cards distributed out as much as possible. By doing so, you improve the chances that your next card will be the results of a completely random draw. The more players there are at the table, the better your chances are that this is the case. It dilutes any clumping of the cards.

It is an accepted fact among professional blackjack players that the more decks in use, the less volatile is the action. In other words, the larger number of cards present has a diluting tendency that tends to stabilize the ratio of high cards to low cards. This makes unfavorable (negative) decks compositions less frequent than with a single deck. As a result, in a multi deck game, the count stays closer to neutral a higher percentage of the time than in a single deck game. In addition, if you're a card counter [since you always count the dealers down card as a ten], all cards are face up. This makes card counting a piece of cake.

There is another reason for the multi deck game. It is much harder to get cheated when the cards are dealt out of a shoe, rather than by hand. You probably don't even need to worry about getting cheated. Professionals agree that cheating rarely ever occurs in the big casinos now days. Still, it remains a fact, almost all common cheating methods are not detectable by anybody. Even other experts in the field, who are aware they are being dealt seconds, cannot detect it being done.

These type dealers still have control of the shuffle in a multi deck game, but about all they can do is attempt to keep the deck neutral. Why would they want to do that? First, let's ask ourselves two questions.

1. Why do casinos bar card counters? The answer is simple. The card counter knows when the odds are in their favor.

2. What would be the best defense against card counters? The answer is again simple. **Try bo maintain a neutral dack.**

In a single deck game it is obvious and a well known fact. They attempt to maintain a neutral deck by re-shuffling the deck whenever they feel like it. In multi deck games they are not allowed to re-shuffle the deck at their own discretion. As a result, if any adjustments need to be made they must be done during the shuffle prior to putting the cards in the shoe. Any good dealer knowing the location of a particular clump of cards in the discard tray can easily isolate and re-distribute them evenly back into the deck during the shuffle.

I am not insinuating that it is ever done, but I hope it is because a neutral deck *is* exactly what the Star System thrives on.

Try to keep track of a particular group of cards during a multi deck shuffle sometime. It's like playing the old pea under the pod game. It's practically impossible to tell what went where, but I strongly suspect that almost all of the dealers do.

I have read that, according to computers, it takes twenty three shuffles to thoroughly change the composition of a single deck. If that is true, then imagine how many shuffles it must take to thoroughly change the composition of a four or six deck shoe. For that reason, I recommend the following procedure. It will ensure that you get a one hundred percent change in deck composition when you most need it.

<u>Whenever you lose a session move to another table.</u> Odds are good that you are currently playing with a highly negative shoe. Why start a recovery session with the same set of circumstances. Remember, multi deck shoes run truer than single decks. Normally, a bad shoe will tend to stay bad for a while and a good shoe will tend to stay good for a while. By changing tables you can ensure that particular composition of bad cards is gone forever. If you can't change tables for some reason then take *a* break for a while. There are several good ideas given in Mr. Anderson's book on how to leave a negative table without the pit bosses or dealers suspecting your real reason. Of course, the fact you just lost all your money is reason enough.

That is why you should <u>always</u> buy into a game with just enough money to cover the session you are getting ready to play. Example: Let's say you are getting ready to play your first session of the day and plan on using a five dollar base bet ($1000 bankroll). If twenty dollars is the price of a one dollar losing set, then it will cost you five times that amount, or one hundred dollars, to play a five dollar session.

You proceed to win about $30 and then lose the set and session (a lost set always ends the session) . Chances are good that the deck (or shoe) is negative and is going to stay that way for awhile. You could say something like: "That's all for me. Maybe I can take this thirty dollars I have left and go get lucky on the slot machines." After you leave the table, figure up what you lost ($70) . Seventy divided by ten is seven. You know to use seven dollars as the base bet of your first recovery session at the new table. Seven times twenty dollars (the cost of a one dollar set) equals $140, so buy in at the new table for $140. Your new pre-progression numbers could be 1-1-2-3 (totals 7). Your progression ladder would be 7-14-21-35-56. The sums of both equal your buy in of $140. It's O.K. to round thet off to 7-15-20-35-55.

Keep repeating the above procedures until you have reached your win goal or lost your daily bankroll. Anytime you are looking for a table to play at remember this. Look for one that has some activity and everyone seems to be having a good time. Such a table probably has a positive shoe going for it, and chances are good it will remain that way for a while.

The average blackjack player has a misconception about luck. They believe their success depends on how their luck is running. That is not true; their success depends on how the <u>dealer's</u> luck is running. The dealer's luck depends on whether the shoe is positive or negative.

In tournament play, almost all the players are on about the

same skill level. They all start with the same amount of chips and play for the same amount of time.

Time after time, I have noticed that the results of such tournaments follow a set pattern. Each individual table will have its own idiosyncrasy. Everybody at the table will be on about the same monetary plateau. Example: At one table everybody will be <u>big</u> winners. At another table everybody ends up with about what they started with. At another table everybody is having bad luck and are almost broke. Some are already out of the game.

That can only be the result of a positive table, a neutral table, and a negative table. Think about it. The casinos know it, and have taken the following steps to correct the situation.

Only the top three winners from <u>each</u> table are chosen to go on to the finals. In other words, three players from the negative shoe table, who actually lost money, advance to the finals. But, three players from the positive shoe table, who each were big winners, are eliminated from the tournament.

The above process continues until there are only six or seven players left. They all then play at one table against the same shoe until the time limit is up and there is a winner. If that doesn't convince you that it is the condition of the shoe, not your luck, that makes the difference whether you win or lose then nothing will.

You don't need to be a card counter. Just pay attention to what kind of luck the <u>table</u> is having, and you will know the condition of the deck. Most of the time you won't be able to see a definite trend. That suggest a neutral deck, and that's what the Star System is designed for. When a highly positive shoe comes along you won't have any problem in recognizing it. Everybody is winning, and the dealer is busting more than usual. When a very negative shoe comes along the opposite is true. Everyone's pile of chips is dwindling away at a steady pace. A few may even go broke and leave the game.

=== PRACTICE ===

I am sure you have to agree. There is nobody that has ever gotten to the top of their profession without having some prior experience in the field. To become among the best at what ever you do is going to take some practice, and then some more practice. It does not have to be at a casino. It can be at home where the cost of mistakes is only going to cost you time instead of money. When the time comes that there is absolutely no question in your mind about what your next move should be, ypu will know that you are good enough. With practice, all your plays will eventually become just an unconscious reaction for you.

As with anything else, there are good ways and bad ways to practice. There are shortcuts you can take that will save much time and effort. I believe you will find the following method a simple and fast way to practice. It will also provide you with an easy way to keep accurate records in the event you want to. Once you know basic strategy, and the Star System betting procedures, you will be ready to start practicing. Now, no chips are necessary; they will only slow you down. In the beginning, all you need is a table, four decks of cards, paper, and a pencil. Once you have those

materials then draw yourself up a tally sheet like the one below.

** $X ** = Base Bet. <u>I.E.</u> ** $5 ** = $5 Base Bet.

	Profit:	Lost:	Won:
** $5			
Set 1			
Set 2			
Set 3			
Set 4			

Plan on using a complete sheet of paper (30-40 lines).

Now shuffle the cards together and deal out two hands. Deal as though the dealer was dealing. The first card is dealt face-up to yourself. The second card goes face-down to the dealer. The third card goes face-up to yourself and the fourth card goes face-up to the dealer. Make your decision according to basic strategy, and finish playing the hand out. Now pick up all the cards from that hand and place them on an imaginary win or lost line on the table.

Example:

Win Line ----------------------------------

Lost Line ----------------------------------

Start at the left of the line and work your way to the right until the set is either won or lost. At that time you will take your pencil and transfer the results to your tally sheet. Then you pick all the cards up and place them in your discards stack.

The following is an example of how the cards would look on the table if you just lost your four pre-progression bets, plus two progression ladder losses, followed by two wins.

Win Line X X

Lost line . . . X X X X (space) X X

Your tally sheet should look like this after you have transferred it to paper. Numbers are the actual amount of wager.

	Profit	Loss		Won
** $5 **				
Set 1	..... 10	(1-1-1-2)	5-10	15-15
Set 2				
Set 3				

You won the set and made a $10 profit. Put the cards in the discard stack and begin set # 2. With average luck, you will easily reach your win goal without ever having to play any recovery sets. On the average, you will lose one set per twenty-eight in the game of Blackjack.

A point you don't want to forget is (when in your progression ladder), if you had lost the second $15 bet in the above example it would have cancelled out the previous $15 win. Both of the hands would have then gone to the discard stack and you would replay the hand. All ties (or pushes as they are called in the game of blackjack), also go to the discard stack.

Just the opposite happens if you have a win, followed by a loss, while in your pre-progression numbers. Because you were letting the previous bet ride and lost, it counts as a single loss. Think of a Rider as merely being an extension of the previous hand. If you win, you win three times your original bet. If you lose, you have only lost your original bet. Let's say you won your first hand in your pre-progression bets. Your cards laying on the table would look like this.

Win Line .... X _______________
Lost line .... _________________

You lose the next hand. The results are that you lost your* original bet. You have to move that card straight down to the lost line. This means that you will never see a lone X on the win line of your tally sheet after you are finished with your pre-progression numbers bets.

There will either be two Xs on the win line and end of set, or four Xs on the lost line followed by your progression ladder bets. See the example at the bottom of page 57

It also means that if you want to keep records concerning your win/lost ratio, the figures on your tally sheet will not reflect all of your wins. You can play as many as eight hands in your pre-progression numbers (W-L-W-L-W-L-W-L), but your tally sheet will only show four losses.

If you wish to keep tabs on your win/lost ratio, you need to figure out your own way to do that. I do not keep track of that figure. It has already been proven by computers that using basic strategy results in the player having about a fifty-fifty chance. That is good enough for me. I'm sure that if I kept records for years concerning that figure, my results would be the same.

The following chart is the actual results of thirteen sets of blackjack played now without card counting. A $5 base bet and pre-progression numbers 1-1-1-2 will be used.

<u>X</u> = Blackjack [X] = Doubles **R** = Rider w = won

Set #	Profit	Hands Lost	Won	Card Picture
1	4	1	1 **R** [w]	X [X] → Doubles X
2	2	1-1	<u>1</u> **R** w	<u>X</u>X → = BLACKJACK XX
3	3	1-1-1	2 **R** w	XX XXX
4	20	1-1-1-2-5-10-15-25	40-40	XX XXXX XXXX
5	1	1-1	1 **R** w	XX XX
6	3	1-1-1	2 **R** w	XX XXX
7	9	1-1-1	[2] **R** w	[X] X → Doubles XXX
8	1	1-1	1 **R** w	XX XX
9	3		1 **R** w	XX
10	3		1 **R** w	XX
11	3		1 **R** w	XX
12	10	1-1-1-2	5-[w]	X [X] Doubles XXXX
13	10	1-1-1-2-5-10	15-15	XX XXXXXX

Number of hands = 61 Total $ won = $ 72 »«Total bet = *** $182 Percentage = 39% Average bet = $2.98 Average win = $1.,18

*** Total bet equals <u>out of pocket money.</u> Monies won from the previous hand, left on the board, and used to wager on the present hand, is not out of pocket money. It is house money. House money is winnings that you leave on the board for the next bet (rider). It is just like the daily double at a race track.

• Win/loss ratio = 47.5%. Remember, several wins occurred in the P.P.#s that don't show. Ratio is actually 50/50 or better.

The preceding chart is typical of what the system does on a steady basis. A five dollar base bet calls for a thousand dollar bankroll. As can be seen, you were off and running without having to invest even ten percent of your bankroll.

The system will not maintain a thirty nine percent profit over the long run. This is because a losing streak is bound to come along from time to time and cause you to play a recovery session. When playing recoveries you are not making any money. You are only recovering a previous loss. Over the long run it will average out to about a twenty five percent profit over out of pocket monies invested.

The average bet of $2.98 is within a cent or two of being right on the money for the systems average. The $1.1<8 average win is a little on the low side [seven cents below average), but normally this average will pick up during a recover session.

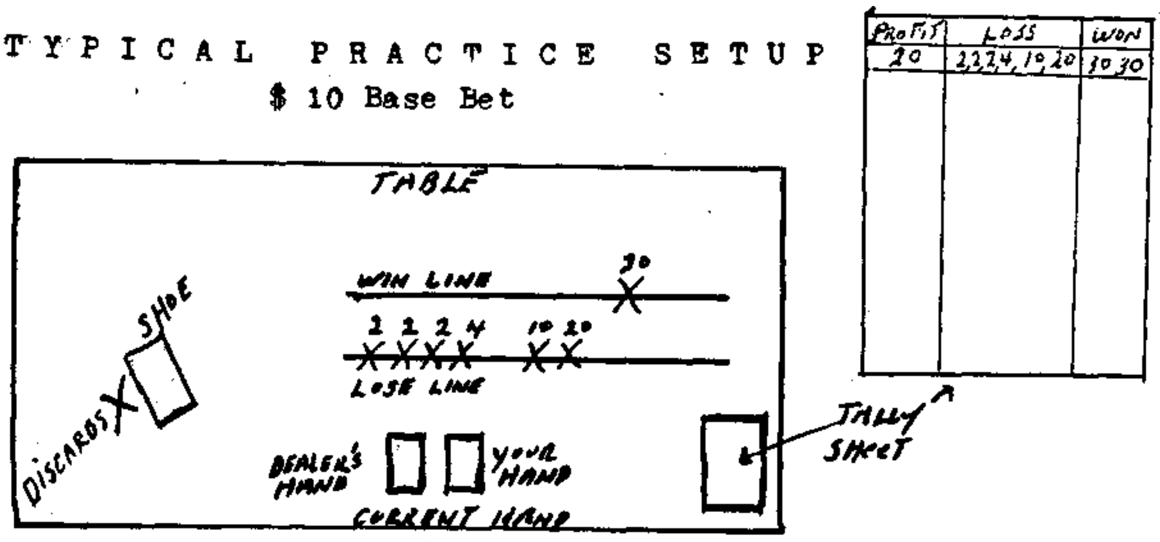
This is because a recovery session usually ends with more money being recovered than tried for. It is not unusual for them to end up with twenty to fifty dollars more than tried for. This could be the result of one of the wins being a blackjack or doubles.

Your average win works out to be twenty five cents per one dollar base bet. A five dollar base bet = 5 X 25, or $1.25 per hand. The previous example can be considered as average.

An above par set will sometimes show an eighty percent or better profit made for money invested. A below par winning set may sometimes get down in the ten percent range. A losing set (and session), comes along about once every 28 sets or only 3.5% of the time. Reminder; A lost set always means it is also the end of the session.

TYPICAL PRACTICE SETUP

$ 10 Base Bet



YOU

If you win the current hand you will have a $20 profit and the set will be over. If you lose the current hand it cancels the last win. In that case you would take the current hand plus the last winning hand off the board and place them in the discard stack. You would then replay hand # 7»

If the last hand (#7) had been a blackjack you could end the set with a $5 profit. Memorizing the charts on pages 62 and 63 will be a big help when It comes to figuring your Tally sheet.

Let's look at a typical recovery session. Let us say you were using a five dollar base bet, and just lost your first nine hands resulting in a lost set and session. You would be one hundred dollars down, and need to start a recovery set using a ten dollar base bet. Your P.P.#s for a $10 base bet = 2-2-2-4.

X = Blackjack [X] = Doubles R = Rider w = won

Set #	Profit	Hands lost	Won	Card Picture
1	30		10 **R** w	XX

Remember, this was your first set of a recovery session.

You just lost nine or more hands without getting your share of wins. You are past due. You do not want to go back to using low pre-progression bets at this time. Instead, you bet the sum of your pre-progression wagers as one bet. If you win, you will let it ride. Once you get two consecutive wins you then return to using all four pre-progression bets as in the next set.

Set #		Now you Begin To use 2-2-2-4 As your P.P. #s		
2	4	2	2 **R** w	XX X
3	8		2 **R** w	XX = BlackJack
4	10	2-2-2	4 **R** w	XX XXX
5	2	2-2	2 **R** w	XX XX
6	6		2 **R** w	XX
7	20	2-2-2-4-10-20	30-30	XX XXXX XX
8	6	2-2-2	4 **R** w	XX XXX
9	10		2 **R** [w]	X [2] = Doubles
10	50	2-2-2-4-10-20	30·[30]	X [X] " XXXX XX

Won $146 | Total Bet = $218 | Hands = 43
Av. win = $3.39 | Percentage = 67% | Win/Lost Ratio = 51%
Av. bet = $5.06

You have recovered your one hundred dollar loss, plus you made a forty six dollar profit. Now you return to your five dollar base bet primary session.

There are going to be some people who will say that the 25% average profit is an erroneous figure. They will say that anybody can get on a lucky streak, and then quit as soon as it shows a good profit. That is not the case. The statistics given in this chapter are the results of a **100% mechanical betting system.** The 25% figure is the over all average for at least a hundred thousand hands.

The following information is based on two consecutive wins. It is presented so you will have an idea of the profits attainable during certain situations in the game of blackjack.

== WIN...PULL ORIGINAL BET...BET WINNINGS

1. Win, pull winnings & bet same again, pays double your original bet.

2. Win, pull winnings & bet same again, followed by a blackjack, pays 2 & 1/2 times your original bet.

3. Win, pull winnings & bet same again, followed by doubles, pays three times <u>original</u> bet.

4. Blackjack, pull <u>original</u> wager & bet B.J. winnings, followed by a win, pays three times original bet.

5. Blackjack, pull <u>original</u> wager & bet B.J. winnings, followed by another blackjack, pays three & 3/4 times original bet.

6. Blackjack, pull <u>original</u> wager & bet B.J. winnings, followed by doubles, pays four & 1/2 times original bet.

7. Doubles, pull <u>both original</u> bets & bet winnings, followed by a win, pays four times original bet.

8. Doubles, pull <u>both original</u> bets & bet winnings, followed by a blackjack, pays five times original bet.

9. Doubles, pull <u>both original</u> bets & bet winnings, followed by doubles, pays six times original bet.

NOTE: In numbers 1, 2, 4, 5, 7, and 8 of the above, you have pulled your original bet. A loss results in the hand cancelling out, and you remain on the same step of your progression ladder. Think of it as a **free shot.** If you win, you win big. If you lose, you lose nothing as it was all house money. In numbers 3,6,and 9 (because you also went down for doubles on the second hand), a loss occurring on the second doubles results in you having to take <u>one</u> step up the progression ladder.

There is another version of the game Blackjack that should be mentioned. Double Exposure is its name. In Double Exposure the dealer deals both his cards face up. To compensate, the dealer wins all ties. If you can see both of the dealers up cards, and they

amount to 17 or above, you hit until you win or bust. It will also be the deciding factor on many occasions whether to go down for doubles or not. The Star System was tested for roughly ten thousand hands against Double Exposure. The results were like taking candy away from a baby.

The below chart is basically the same as the one on the previous page only you don't pull your original bet and you let it all ride. By doing so, a loss on numbers 1,2,4,5,7, & 8 means you take one step up the progression ladder. A loss on numbers 3, 6,& 9 means you take two steps up the ladder.

Win — LET *IT* ALL RIDE — WIN AGAIN

l. Win, followed by another win, pays three times original bet.

2. Win, followed by a blackjack, pays four times original bet.

3. Win, followed by doubles, pays five times original bet.

4. Blackjack, followed by a regular win, pays four times original bet.

5. Blackjack, followed by another blackjack, pays 5 1/2 times original bet.

6. Blackjack, followed by doubles, pays 6 1/2 times original bet.

7. Doubles, followed by a regular win, pays six times original bet.

8. Doubles, followed by a blackjack, pays eight times original bet.

9. Doubles, followed by doubles, pays ten times original bet.

Chapter 6

CARD COUNTING

===

When I first began structuring the Star System specifically toward the game of blackjack, the thought of card counting never entered my mind. Early results, obtained via using an old race track system that I have a copyright on, had convinced me that card counting wasn't necessary. I had also heard that it was quite difficult to learn so I wasn't the least bit interested.

During the development stages of the system I read many books on the subject of blackjack. There is one topic that they all elaborate on. They all said that in order to become a consistent winner, card counting was an absolute necessity. Although the advent of the Star System now disproves that theory, I suppose a seed was planted in my mind. After the system was completed, I found myself with some spare time. As a matter of curiosity, I decided to learn how to card count.

It was discovered that card counting will improve your profits if used when playing the Star System. As a result, the necessary changes were made so that card counting could be smoothly integrated into the system and used by those who wish to. Once again *I* reiterate, card counting is not a part of the system. But, if you wish to use it then it is simple to do.

If you can card count, and play the system as described in this chapter, you should be virtually unbeatable. I seriously doubt that you would lose your daily bankroll even one percent of the time. The only problem with card counting is just as I suspected. The stories I had heard about it being difficult to learn were all true. It takes a lot of work and concentration.

Due to the fact that the Star System mechanically dictates your betting for you, a lot of the sophisticated and complicated card counting systems I looked at were not applicable. As a result, I came up with my own system. All you need to know is simply whether or not the deck is plus, minus, or neutral. The method I am about to show you is the simplest of simple systems. Nevertheless, it achieves the purpose for which it was intended.

Another thing that makes card counting easy to learn is that in multi deck games, all cards except the dealers down card are dealt face up. Couple this with the fact "that you always count the dealers down card as a ten, then in essence, all cards are dealt face up. Card counting now becomes a piece of cake.

For your purposes, the high cards (which are to your advantage), consist of the red eights, plus all the nines, tens and aces. The low cards will be the black eights and below (7, 6, 5, 4, 3, & 2).

A positive deck contains more high cards than low cards. A negative deck contains more low cards than high cards, and a neutral deck contains about the same number of high and low cards.

You will consider a neutral deck as being from a zero to a plus two running count. If you don't know what is meant by running count, don't worry, it will soon be explained. Before getting into the details of this card counting system there are a couple of things that you need to memorize.

First and most important is that the basic strategy for card counters is different from the basic strategy for non card counters. The basic strategy chart for card counters who use the Star System will be found on the last page of this chapter.

The second thing you need to do is memorize the following six courses of action to the point of automatic recall.

1. Positive deck win; Let your bet & winnings ride.
2. Positive deck loss: Advance one step up the progression Ladder.

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3. Neutral deck win: Pull your winnings. Leave original bet out as your bet for next hand.
4. Neutral deck loss: Advance one step up the progression ladder.

---

5. Negative deck win; Pull your bet & winnings off the board. Back up two steps on the progression ladder. [Example using a $5 base bet] 5=L, 10=L, 15=L, 25=win. You pull your $25 bet & $25 winnings. The $25 win replaces the previous 10 & 15 dollar loss. Back up to the ten dollar step and start up the progression ladder again. The idea at this point is to simply wait out the negative deck.
6. Negative deck loss: Advance one step up the progression ladder, but take the next bet and divide it into four smaller bets. Play the same as you would play your pre-progression numbers. Play until you lose it or double it. If you double it, then it's a win and your next bet will be either number 1, 3, or 5 above. If you lose it, then you advance one more step and repeat the procedure.

Number six of the above looks as though it would be difficult to do. It is very simple if you do it via the following manner. Let's say you just lost your $15 bet and the deck *is* negative. It should just be an unconscious recall that your next move is to advance to $25. You will do that, but you will divide it up into four smaller bets (just as you do your P.P.#s), and play it just as you would your pre-progression numbers.

Twenty five divided by five equals five so your $25 bet now becomes four individual bets of 5-5-5 & 10 dollars. If you prefer you could make them something like 2-4-7-12. The important thing is that they total up to be 25 or less. Both of the above examples will show a profit at any point when using the Rider. The key to keeping track is to pull the $25 worth of chips and keep them separate from your other chips. I prefer to hold them in my hand. You may prefer to put them in a separate stack and play from that stack only. I also prefer the 5-5-5-10 version. Then it is simple. Just hold them in your hand and play five at a time until you are

down to your last ten and then bet it all. Remember to let your wins ride until you have either doubled your twenty five dollars or lost it.

Possibly you are already a proficient card counter. If so, then all you will need to know is the preceding six courses of action and you can skip the rest of this chapter.

For the sake of simplicity, a running count is what you are going to use. Other books on the subject will tell you it is necessary to always convert running count to true count. Forget about it. When using the Star System, a running count is easier to use and just as accurate. The reason is that there are only a couple of numbers that you are interested in. They will be your reference numbers used to figure a neutral deck and they can easily be figured via the running count.

The two count numbers that you are interested in are zero and plus two, times the number of decks being used. If one deck is being used you will use 0 and +2 as your reference numbers. If two decks are left in the shoe you will be using 0 and +4 for your reference numbers. If there are four decks left in the shoe then a running count of 0 and +8 is what you are interested in.

Anything between those two reference numbers is a neutral deck. Anything out of those parameters will either be a positive deck or a negative deck. All that is required is that you know how many decks are in the game. If you know that, then it is just a simple matter of looking at the discard tray and estimating how many decks are left in play. For example, you know there are six decks in the game. You look at the discard tray and estimate there are four decks still left to be played. You should know that any count between 0 and plus 8 will be considered a neutral deck. As the cards are dealt, the spread between your reference numbers will diminish.

** The Count **

Red Eights & above {9, 10, & Ace} = -1
Black Eights & down { 7 , 6, 5, 4, 3, & 2} = +1

As the high cards are removed from the deck there will be an excess of low cards remaining. That is the reason they are counted as a minus. This results in a negative deck. That is good for the dealer, but bad (or negative), for you. Take ten face cards out of a full deck and the deck is minus ten. That is a highly unfavorable deck as far as you are concerned, but highly favorable for the dealer.

Make no mistake about it. Even this simplest of simple systems is going to take some time to master. If you practice every day, it will probably take a month or so before you will become proficient at it. As with anything, the more you practice, the better you will get and the easier it will become.

To begin with, get yourself several decks of cards, and put them in places where you will always have access to one. When I first began learning to card count I tried to keep one at home, one at work, one in the car and one in my pocket. Whenever I found myself with some free time I would get one and begin to practice. There are several good exercises that you can do. The first of these is designed to train your mind to trigger itself to subconsciously count only when specific cards are seen and by-pass the rest.

Exercise # *I:* Get yourself a deck of cards. If you are right handed hold them face up in your right hand. Deal them out one at a time and just count the red eights and above. In a 52 card deck there will be 26 such cards, and that should be your count when you reach the end of the deck. Pick a speed that is comfortable. Increase your speed as you gain proficiency. Eventually, your mind will only key in on the red eights and above, and will be oblivious to the other cards. One could even have a picture of a sexy person on it, and you wouldn't even be aware of it being there.

When you get to where you can go fairly fast, start timing yourself. Try to get to the point where you can count as fast as you can deal. If you can do that, you will be as good as you can get, and better than you need to be. That should be about 17-20 seconds for a 52 card deck. You may be thinking that you could never do it in 17-20 seconds. Think of it this way. If the other half of the deck was blank cards could you? Sure you could. All it takes a just a little practice. Anything around 30 seconds should be good enough, but strive for less. Then, when you get in actual playing conditions it will seem like you are playing in slow motion.

The second exercise is designed to teach you to keep the running count via cancelling out high and low cards. As you progress you will unconsciously begin to count via cancelling out anyhow, so let's go ahead and learn it that way to begin with.

Exercise # 2; Hold the deck of cards in your hand face down. Remove them two at a time and turn them face up. Count as you go. The count can only be plus two, minus two, or zero. Zero will be the result of *a* high card and a low card cancelling each other out. Keep a running total as you go. For example: Four high pairs (8 high cards), would not be counted as -2,-2,-2,-2, but -2,-4,-6,-8. Soon your mind will automatically by-pass all pairs that cancel out just as though they never existed. When you reach the end of the deck the count should be zero. Once again, practice until you can count via this method about as fast as you can turn pairs over. You may find it easier to call a 0 count as even instead of zero. Let's say that the first ten pairs you turned over were:

A-10, Bk.8-9, 3-7, red 8-6, 10-10, 9-K, Q-4, 2-7, 3-3.

Your mental count should have been: { X= cancel }

A-10,	Bk.8-9,	3-7,	red 8-6,	10-10,	9-K,	Q-4,	2-7,	3-3.
2	X	even	X	-2	-4	X	-2	even.

As with exercise number one, you will soon be automatically by-passing the cancel out hands. The previous count would have gone through your mind about as fast as you can read the following: minus 2, even, minus 2, minus 4, minus 2, even. Start training yourself now to keep your count mentally.

In addition to being much faster, it is also much harder for the house to detect. Believe it or not, I occasionally see (and so will you), somebody that is obviously in deep concentration, and their lips moving as the cards are being dealt out.

Speed is not the important thing now. Strive for accuracy. As you gain proficiency your speed will come automatically. When you get to where you are easily doing the entire deck in one minute or less, you are in good shape. Then you will be ready to throw in a couple of variations.

Do the same as above only use three cards instead of two. Now your count can only be: plus three or plus one, minus three or minus one. Try it using four cards. Soon you should be able to go through the deck varying the number of cards dealt with no problems.

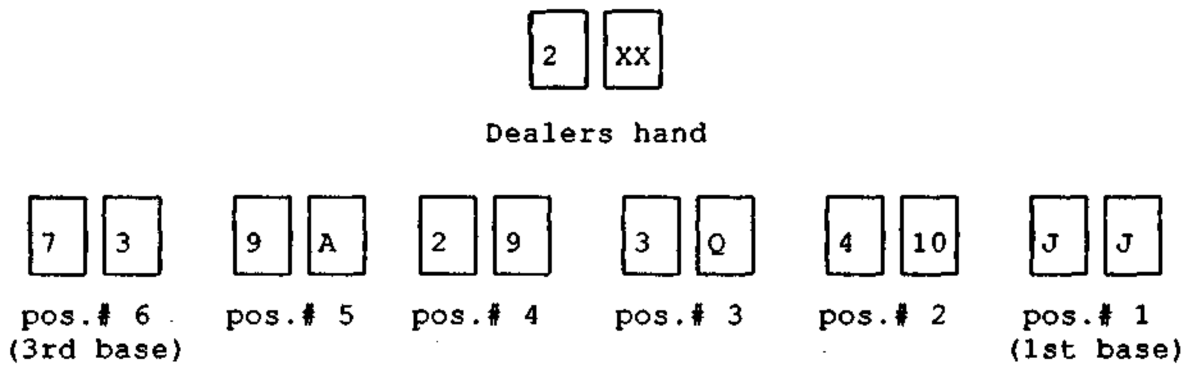
Exercise # 3; This exercise is designed to build up your speed. It is the same as exercise number two only this time the deck is held face up. Deal the cards out as fast as you can accurately count in pairs via the cancel out method. In the beginning it may take you about a minute to count the entire deck. You would like to eventually get it down to about thirty seconds if you can.

In my case, it took several months of constant practice to achieve that goal. I thought I would never get to that point. Once you do, you will probably zip right past it and down into the low twenties. That kind of speed is really not necessary and can never be achieved unless you are counting strictly mentally, but why not strive for it. If you ever achieve it, counting in actual game conditions will become a piece of cake. You will almost get bored waiting for the next card to come out. As long as you are playing blackjack, that should be an exercise you practice in order to maintain your proficiency level.

You have now learned two methods of counting. As long as you are able to maintain the count as learned in exercise number one, you should never have to use the cancel out method. It is highly unlikely that you will always be able to maintain the count. For one reason or another, even the best will occasionally lose the count. When that happens, you should be able to quickly get yourself back up to date via the cancel out method. It is also good to have a back up method to use as a double check when you want too. Once you become accustom to counting you will probably use a combination of both, and not even be aware of it.

Let's deal a hand out and practice the count via the cancel out method.

XX = Dealer's down card. Always count as a ten.



Remember, at this point, a hand can only be a plus 2, minus 2, or a cancel (you skip it). With this in mind, let us begin at pos.# 1 and proceed through pos.# 6 with the dealers hand being last. Your count should be: minus 2, skip, skip, skip, minus 4, minus 2, and the dealers hand equals a skip because a 10 down and a 2 up equals a cancel. As you can see, you immediately know that the deck is minus 2.

That is why I prefer to sit at position one when I can. By sitting there you have an exact count, and can make your decision whether to draw a card or not. Then your hand is over with. All you need to do is just sit back and relax while you keep track of the other players hit cards. It's as simple as ABC.

There are two areas that may give you problems in the beginning. Both are caused because you forgot something. The first thing you don't want to forget is to check the dealer's hole card when they turn it over. Remember, you have already counted it as a high card. If it is a high card then everything is fine, and you don't need to do anything. If it is a low card **than you muat add two to your count.** In the above example, if the dealer turns over a low card, the deck will become zero (or even), instead of minus two. Make this a hard and fast rule: If the dealer's down card is a low card, **add two to your count.**

The second thing that is quite easy to forget, until you get some experience, is what the carry over count from the previous hand is. In the above example your count at the end of the hand was minus two. Now it 13 time to deal a new hand. Let's presume that after the initial deal the count is a plus eight.

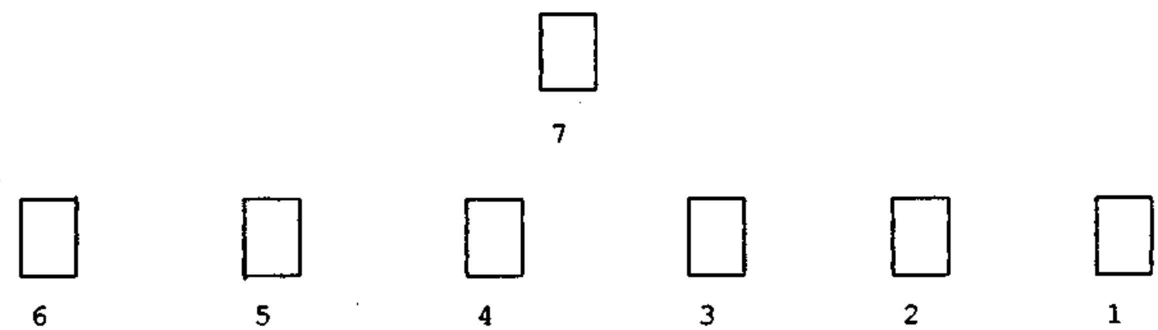
It is **now** time to adjust that count by either adding or subtracting the carry over count from the previous hand. The count at the end of the previous hand was minus two. The count of the present hand is plus eight. Plus eight and minus two equals plus six. The deck is plus six.

After counting down the hand in progress you may sometimes forget what the count from the previous hand was. Practice will

solve this problem if you have it. Also, in the beginning, you can keep a stack of chips as a visual aid if required, but strive to always do it mentally. Mechanical aids should not be a necessity for the good! player, ye&P^hey can be a great help when learning.

The previous method of count is via the cancel out method. It will be your primary way of double checking your count or regaining a lost count. There is actually a much faster and easier way to card count. It is via the method you learned in exercise number one. It only involves the counting of red eights and above. Here is the way to do it.

First, you need an accurate way for keeping track of the number of hands in each playing round. Just because there are five players at the table doesn't mean there will always be five hands in each round. Someone will occasionally sit out a hand, or will play two or three hands at the same time. The number of hands in each round is one figure that needs to be absolutely accurate. Here is the best way to do it. Simply count the number of hands being dealt when the dealer deals everyone their first card. Don't worry about whether it is a low card or a high card. Just count the number of hands being dealt.



Seven hands. That is all your interested in. Seven is your key number, don't forget it. It stands to reason that if there are seven hands being played, there are going to be fourteen cards on the table after the deal. It also stands to reason that if seven are high cards, seven have to be low cards. That would be a neutral deck. If there are only five high cards in the deal, there has to be nine low cards left, and the deck will be plus four. If there are eight high cards in the deal, there has to be six low cards left, and the deck will be minus two.

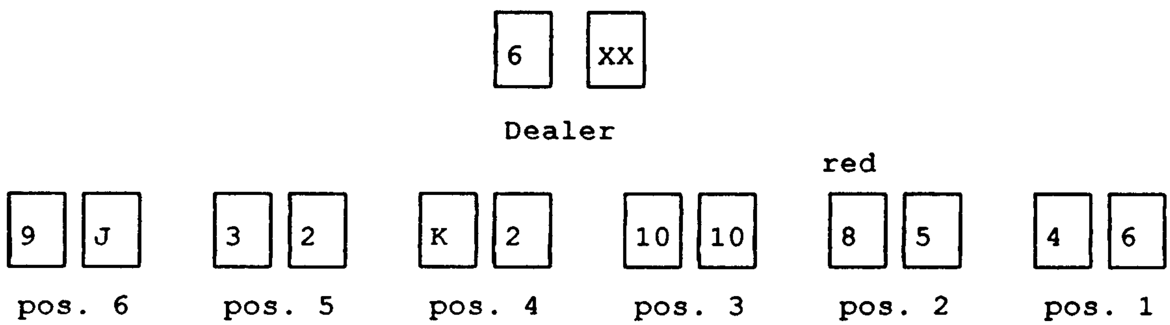
Everything hinges off your key number (7 in this instance). As the dealer deals everyone their second card, you will then begin to count all red eights and above. If the number is higher than seven, the deck is going to be on the negative side. If the number is lower than seven, the deck is going to be on the positive side. By how much depends on the difference between your high card count and your key number. It will be twice that number. For example, If your key number is seven, and your high card count is nine (a difference of 2) , the deck is minus four." If your high card count is six, the deck is plus two. A few more examples using 7 as your key number are: High card count of seven = neutral deck. A high card count of five = plus four deck. A high card count of ten = minus six deck. A high card count of two «= plus ten deck.

It's as easy as falling off a log. The hardest part of the whole procedure is to remember to carry over and apply the count from the previous hand. If the count for the present round is plus four, and the count from the previous round was minus four, then the deck is now even. In the beginning you may find it helpful to

use some chips as a crutch to help you remember the previous count. Eventually, you should do it by memory alone. The following example is the way it is done.

Let's assume that the first card has already been dealt to everyone and you have determined that there are seven hands in the round. Seven is your key number. The dealer begins to deal the second card to everyone. You now begin to count all red eights and above. Start with position one, and follow right along behind the dealer one hand at a time.

Example:



The dealer deals the second card to pos.l (no high cards). You don't count. The dealer deals the second card to pos.2 (a red eight). Your count is one. The dealer deals the third player their second card (two tens). You count 2 & 3. The dealer deals to pos.4 (one high card). You count 4. Position five - no count. Position six = a count of 5 & 6. The dealer's card is a 6. You always count the dealer's down card as a high card, so the count becomes seven high cards. Your key number is seven, so the deck is neutral at this point in the round. **Now** you apply the carry over count from the previous hand, and you have an up to date running count. As you can see, the instant the dealer deals his last card, you know what the count is. If you are sitting at position one, you can make your decision and have your hand over and done with. All you need to do then is just sit back and count the hit cards, one at a time, as they come out. When the round is over you will need to remember that count and apply it to the next round after the deal.

To continue with the previous example: After the deal is completed you find the deck to be plus two. Now comes the time for the players to draw their cards. The first player draws a ten. Subtract one, and the count becomes plus one. According to basic strategy, the second player does not draw a card. The third player does not draw a card. The fourth player does not draw a card. The fifth player draws a four and a ten. They cancel out. The sixth player does not draw. The dealer turns over their hole card and it's a low card. As soon as you see it's a low card you add two to the count (that is always automatic). The count now becomes plus three. The dealer draws a ten. The count becomes plus two and the round is over.

Don't forget the plus two count because you must apply it to the next round after the deal is over. To help you remember, you may want to move two chips, or two stacks of chips over just a little, or even hold two chips in your hand.

The previous procedure will be exercise number three for you

to do. You need to sit down at a table and practice, practice, practice. From time to time change the number of players in the round. Sometimes deal out ten or eleven hands just for the practice. Practice until everything becomes automatic and there is no doubt in your mind as what to do next. When you get to the end of the deck the count should be zero. If it is not, you probably forgot to count the dealer's hole card (if low), or their hit card in one of the rounds.

If you practice those three exercises until they become no problem at all for you, you should be a proficient card counter as far as this system is concerned. When you can keep track of the count and know basic strategy perfectly, plus the six courses of action for card counters, then you are in the drivers seat. Figuring out your next bet via the Star System becomes as easy as saying the alphabet.

Don't get discouraged, remember, you didn't learn the alphabet to the point of automatic recall over night. I am sure you have heard the expression: "You will get out of it what you put into it." That is certainly true concerning the Star System. If you put forth the effort and learned everything in this book, you could probably quit your job and make a living playing the casinos. Why is the average player a loser? The answer is, they don't know any of the above. They are there to have fun and hope to get lucky. Sometimes they will get lucky, but they will surely lose in the long run. For you, that lucky streak can just be additional gravy on an already silver platter.

PLUS-MINUS STRATEGY === FOUR OR MORE DECKS

Players hand	**Neutral Deck**	**Plus Deck**	**Minus Deck**
5 thru 8	Always hit.	Always hit	Always hit
9	Double 3-6 Otherwise hit	Double 2-6 Otherwise hit	Double 5 or 6 Otherwise hit
10	Double 2-9 Otherwise hit	Double 2-9 Otherwise hit	Double 2-8 Otherwise hit
11	Double on all cards but an A	Always double	Hit 10 or A, Otherwise Db.
12	Stand 4-6 Otherwise hit	Stand 3-6 Otherwise hit	Always hit
13	Stand 2-6 Otherwise hit	Stand 2-6 Otherwise hit	Stand 5 or 6 Otherwise hit
14	Stand 2-6 Otherwise hit	Stand 2-6 Otherwise hit	Stand 3-6 Otherwise hit
15	Stand 2-6 Otherwise hit	Stand 2-6 Otherwise hit	Stand 2-6 Otherwise hit
16	Stand 2-6 Otherwise hit	Stand 2-6 & 10 Otherwise hit	Stand 2-6 Otherwise hit
17 thru 20	Always stand	Always stand	Always stand
PAIRS			
A-A	Always split	Always split	Always split
2-2	Split 4-7 Otherwise hit	Split 4-7 Otherwise hit	Split 5-7 Otherwise hit
3-3	Split 4-7 Otherwise hit	Split 4-7 Otherwise hit	Split 4-7 Otherwise hit
4-4 5-5	Never Split	Never Split	Never Split
6-6	Split 3-6 Otherwise hit	Split 3-6 Otherwise hit	Split 4-6 Otherwise hit
7-7	Split 2-7 Otherwise hit	Split 2-7 Otherwise hit	Split 2-7 Otherwise hit
8-8	Always split	Always split	Always split

9-9	Stand 7,10 & Ace Otherwise split	Stand 7,10 & A Otherwise split	Stand 2,3,7,10 & Ace Otherwise split
All Tens	Always stand	Always stand	Always stand
===== **Hands That Contain An Ace** =====			
A-2 & A-3	Dbl. on 5 & 6 Otherwise hit	Dbl. on 5 & 6 Otherwise hit	Dbl. on 5 & 6 Otherwise hit
A-4 & A-5	Dbl. 4,5, & 6 Otherwise hit	Dbl. 4,5, & 6 Otherwise hit	Dbl. 4,5, & 6 Otherwise hit
A-6	Double 3-6 Otherwise hit	Double 3-6 Otherwise hit	Double 3-6 Otherwise hit
A-7	Double 3-6 Hit 9,10 & A Otherwise stand	Double 2-6 Hit 9 & 10 Otherwise stand	Double 4-6 Hit 9,10 & A Otherwise stand
A-8	Always stand	Dbl. 5 & 6 Otherwise stand	Always stand
A-9	Always stand	Always stand	Always stand

CHAPTER 7

DICE

The nice thing about Dice is that there is no basic strategy to memorize, no cards to count, and no negative decks to try to last through. The outcome of every roll is the result of completely random chance. Random chance, and an approximate fifth-fifty chance of winning, is exactly what the Star System is designed to beat.

Practically every book you read about casino games will tell you (except for the card counter in the game of blackjack), the Dice table offers you your best odds. This applies to only two type bets. It involves betting either the Pass Line or the Don't Pass Line. When betting these two options you can get the odds down to only .84% in favor of the house.

There are plenty of other bets available such as, hardway bets, big 6 and big 8 bets, field bets, any craps, horn bets, hop bets, Yo bets, and others. The best way to beat the dice table is not even know what they are or how to play them. The house advantage on some of these bets can get as high as 15%. If you are playing to make money, it is best to forget about them.

To get straight to the point, and keep it short and simple, the don't pass line is the only thing you will play. Make yourself well aware of the following facts.

1. The odds of rolling a 1 are 6 times in 36 attempts.
2. The odds of rolling a 6 or 8 are 5 times in 36 attempts.
3. The odds of rolling a 5 or 9 are 4 times in 36 attempts.
4. The odds of rolling a 4 or 10 are 3 times in 36 attempts.
5. The odds of rolling a 3 or 11 are 2 times in 36 attempts.
6. The odds of rolling a 1-1 or 6-6 are 1 time in 36 attempts.

Those statistics are mathematical facts and cannot be disputed. They will hold true with insistent regularity. If you rolled the dice a thousand times, you would find the seven was rolled six times as often as the double one or double six. This is regardless of any hot and cold streaks which you may have experienced. Remember, over the long run, the seven will be rolled more often than any other number. Therefore, the number seven must always be made to work for you and not against you. In essence, it's like always having a positive deck in the game of Blackjack.

There are three methods via which we can go about achieving this. The first method may occasionally cause a lost primary session, but with two recovery sessions left to play there should be no problem.

It is a very effective method. It is more simple and less expensive to play than the other two methods. Also, the action will be a little faster. If you are a tourist, or just the average bettor, method number one will be the one you should play.

There are card counters who wouldn't dream of playing blackjack without card counting. By the same token, I'm sure there are crap shooters who wouldn't dream of shooting craps without taking advantage of the free or true odds option. If you are the average bettor (dollar wise) , and fall in that category, then method number two is for you.

Method number three offers minimal risk to the player. It is basically the same as method number two, but involves betting larger amounts of money. Those who like to make large bets (highrollers) , will probably prefer method number three.

Method # 1

The facts that method # 1 take into account are as follows:

1. A 7 or 11 on the comeout roll will cause you to lose.
2. A 7 or 11 will comeout 22% of the time. A sure loss .
3. A 2 or 3 on the comeout roll is an automatic winner.
4. A 2 or 3 will comeout 8.25% of the time. A sure win.

Net results: You are going to average losing on the comeout roll about one time in seven. That's O.K. because there are nine steps in our progression ladder. The odds will he in your favor, the other eight comeout rolls.

The above percentages are valid whether it be a hundred consecutive rolls or a hundred comeout rolls. For the time being, we are only going to consider one hundred comeout rolls. According to the laws of probability, thirty comeout rolls per hundred are going to be automatically taken care of for us. There is nothing we can do about it, twenty-two will be lost, eight will be won.

Of these thirty rolls, none will result in a won or lost session. Because they are comeout rolls, each one will be the first bet (a minimum bet), of your pre-progression bets. Each one is **absorbed** into the progression set which it initiated. If thirty percent of comeout rolls fall in the above category, then obviously the remaining seventy percent 'will be point numbers. If a seven is rolled before the point number you win.

A double six on the comeout will appear 2.75 percent of the time and is a tie. As a player (not the shooter), you neither win nor lose if a double six is rolled on the comeout. You can forget about that 2.75 percent as it is not going to affect you one way or the other.

It therefore becomes apparent that for every 100 comeout rolls, there will be 70 times when the shooter must roll their point number or you win. These 70 times will become 70 progression sets for you. Each set may contain from two to twenty rolls or more.

Laws of Probability about point numbers are as follows:

Point numbers are: 4, 5, 6, 8, 9, 10

(4 & 10) (5 & 9) (6 & 8) are known as mate numbers. The odds on mate numbers are the same.

A 4 or 10 will each appear 8.33% of the time. That means that out of 70 rolls, 5.8 of them should be a 4, and 5.8 should be a 10. The odds that a seven will be rolled first are 2:1. In other words, you should roll two sevens for every 4 or 10 rolled.

A 5 or 9 will each appear 11% of the time. That means that out of those 70 rolls, 7.7 of them should be a 5, and 7.7 should be a 9. The odds that a seven will be rolled first are 3:2. In other words you should roll three sevens for every two fives or nines rolled.

A 6 or 8 will each appear 14% of the time. That means that out of 70 rolls, 9.8 of them should be a 6, and 9.8 of them should be an 8. The odds that a seven will be rolled first are 6:5. In other words you should roll six sevens for every five sixes or eights rolled.

As can be seen, the seven is working for you. As a result, the odds have now turned drastically in your favor. In fact, they have become so much in your favor let's forget about dry mathematical figures that deal in fractions of a percent. Instead, let's work with whole numbers and round them off to the casino's advantage. This will result in the answers being somewhat on the low side, nevertheless they will still decidedly get the point across.

To rephrase and state it in a somewhat simpler form; the laws of probability concerning point numbers and casino odds are:

Pt.#s 6 & 8 should appear 28% of the time. Odds are 6 to 5.
Pt.#s 5 & 9 should appear 22% of the time. Odds are 3 to 2.
Pt.#S 4 & 10 should appear 17% of the time. Odds are 2 to 1.

The first pad we are going to put in our favor is to combine mate numbers 5 & 9, and 4 & 10 into one group, and give the group 3 to 2 odds. By doing so, we now have the following:

Pt.#s 6 & 8 appearing 28% of the time at odds of 6 to 5.
Pt.#s 4, 5, 9 & 10 appearing 39% of the time at odds of 3 to 2.

The next pad we are going to put in our favor is to take the 28% of the time Pt.#s 6 & 8 come in, and .the 39% of the time Pt. #s 4, 5, 9 & 10 come in, and say that both groups come in an equal amount of times. In other words, we are taking five of the 39% group and adding them to the 28% group. Also, we are going to lower their 3 to 2 odds down to 6 to 5. As a result we now have:

Pt.#s 6 & 8 appearing 1/2 of the time at odds of 6 to 5.
Pt.#s 4, 5, 9 & 10 appearing 1/2 of the time at odds of 3 to 2.

Notice that there are no more 2 to 1 odds and some of the 3 to 2 odds have been lowered to 6 to 5. Those figures are of course not

correct, but it is easy to see the error is to the casinos advantage and not ours. When the two ratios (6:5 & 3:2), are added together, the result is a ratio of 27 to 10. Divide by two to obtain the average, and you get a ratio of 13.5 to 10. Convert a ratio of 13.5 to 10 to a percentage figure, and the answer is a 26% advantage over the house. When you consider the padding, it is probably closer to 33%.

It becomes irrelevant at this point. Just having a 26% advantage is like playing blackjack with a continuously super rich deck. The Star System will normally make a profit down to an approximate 15% disadvantage. With a constant 26% advantage it will write them a new address. If in doubt, get your dice out and begin to practice. Use ten dollars as your primary base bet and 2-2-2-4 as your pre-progression bets.

When using method number one (in case you are familiar with them), there are several reasons why you will not concern yourself with true odds. First, when betting the don't pass line, it requires that odds be given instead of taken. That goes against the grain of the average bettor. Nobody likes to bet more than they can win. Second, it requires the memorization of some odds tables and quite a lot of mental calculating when playing.

It also makes the standard progression ladder invalid and unworkable. It is sort of like card counting; the fraction of a percent you gain by using it is more trouble than it's worth. In method number one if you want to win more money, then simply use a higher base bet. Method number one is designed for the average person off the street who knows nothing about true odds or how to figure them. It is a simple system that works. Let's keep it that way.

If you are a regular dice player and insist on using true odds, then method number two is the one you want to use. If that's the case, then it is not necessary for me to explain true odds or how to figure them.

Method # 2

Method # 2 is for those who prefer to use the true odds option. Using true odds is about like card counting when using the Star System; it will improve your results slightly.

When playing method number two, your pre-progression numbers and progression ladder become invalid. It therefore becomes necessary to put your progression bets on a sliding scale. You play method number two the same way as method number one until a point number is established. When the point number is established, you then **lay** full odds against the point.

Naturally, this involves betting more money than you can expect to win. How much more will depend on what the point number is. You no longer have a cut and dried progression ladder to follow. It now becomes an absolute necessity that you keep track (a running total), of the amount of money you are investing in each set.

The major advantage and best part of method number 2 is that when you lay full odds you **are, in affect, going down for doubles.** Let's compare it to blackjack. It would be like the dealer showing you his hole card before you make your decision to go down for doubles or not. If you win, you have a profit and the progression

set is over. It no longer will take two consecutive winning rolls to end the set. One winning roll will give you a profit and end the set. It therefore becomes a reality that the only way you can lose your bankroll is to never have **one** single winning roll come your way.

The only difficulty you may have when playing method two is simply keeping track of how much money you are investing and computing your next bet. It's not as difficult as it first seems. Here's a simple way to do it.

First, set a goal on how much money you want to win per set. Let's say $10 per set is your goal. Forget about your pre-progression numbers and progression ladder. None of that applies in method # 2.

Rule # 1; Your fist bet will always be the same amount as that which you chose to be your winning goal per set. Obviously, $10 should be your fist bet. If you win you have a $10 profit and the set is over. Your sliding scale progression ladder will only begin with a loss. **Rule # 2:** After a loss, your next bet will be 1/2 of the money you have invested in the present set, plus 1/2 of the amount you chose to be your goal per set.

Example # 1: Let's say the shooter rolled a seven on the comeout roll. You lost ten dollars. Your next bet should be 1/2 of the money invested to date (1/2 of $10 = $5) plus 1/2 of your goal (1/2 of $10 = $5). Your next bet will be $10.

Example # 2; Let's say the shooter rolled a seven on the comeout and you are $10 down. As explained in example # 1, your second bet of the set should also be $10. The shooter rolls another seven and you lose again. Now you are a total of $20 down. As per rule # 2, your next bet will be $15.

Example # 3; Let's say the shooter rolled a 7 or 11 five times in a row. Your bets should be:

Roll # 1	$10	Initial bet.
Roll # 2	$10	1/2 of money down + 1/2 of goal,
Roll # 3	$15	1/2 of money down + 1/2 of goal,
Roll # 4	$23	1/2 of money down + 1/2 of goal,
Roll # 5	$34	1/2 of money down + 1/2 of goal,
Roll # 6	$51	1/2 of money down + 1/2 of goal,

It's O.K. to round the above off to 10, 10, 15, 25, 35, 50 if you want to. It all averages out in the long run.

In any game of chance it is inevitable. It may only happen once a month or once a year, but sooner or later, an unbelievable streak of bad luck is going to come your way. For that reason, you will have a stopping point, a recovery procedure, and a daily bankroll (just as always).

These will be the same as you normally use with the Star System. If you lose twenty times what your starting base bet is, it is time to call a halt (end of primary session). You will then start a recovery session. In the above example, that would be $200. As always, you divide by ten to figure your recovery session base bet.

Your daily bankroll will be the same as always (200 times your starting base bet). The above example would have required a $2000 bankroll. The only real difference is that your progression ladder changes to a sliding scale type.

In summary: getting pass the comeout roll could be a problem when using this method. Once you get pass that point, you are in the drivers seat because the seven begins working for you. When the point number is established you **lay** odds equal to the amount you have on the don't pass line. That's the same as going down for doubles. If you shooter sevens out, you have made a profit and its time to start over. As long as the shooter keeps making his point, you keep repeating rule number two.

Method # 3

Method # 3 is for the highroller to whom money is no problem. We are going to skip the preliminaries and get right to the point number. It is hard to believe that anyone could ever lose when using this method, but when you are gambling anything is possible. It is almost the same as method number two, except you are going to eliminate the problems associated with the comeout roll.

When playing method # 3, you will place **no** bets **until** there is a point number. At that time, you lay odds (a don't place bet) that the point number **will not** be made. Now you have the seven working for you on **every** roll of the dice. When the shooter makes their point and you lose, here is how to figure your next bet.

Figure up what one half of the total amount you are down is. Wait until the next point number and then bet whatever is necessary in order to win that amount. Repeat that procedure until you achieve a win.

At that time, pull all your money off the board and wait for another point number. Then you bet what ever is necessary to win twice the amount your previous goal was. This amounts to the same thing as letting a bet ride, except you have to pull your winnings and wait until the next point number before playing the second half.

Example: You lay the correct odds to win fifty dollars and succeed. If you were playing blackjack you would simply let the hundred dollars ride, but you cannot do that here. You have to pull your money off the board and wait for a new point number. Then (depending on the point number) you bet the necessary amount needed to win a hundred dollars. That is twice what your originally goal was.

Winning should present no problem since the only time you have a bet going for you is when you have the seven working for you. According to the laws of probability, you will win more often than you lose. That being the case, then two consecutive wins is inevitable. When it happens you will have a good profit and can start over.

The only way you can lose is for the shooter to make their point time after time after time until you have finally lost your bankroll. It could happen, but the odds are very high that it won't. Still, If by some remote chance it does, you will still use a daily bankroll of 200 times your starting base bet.

If you lost that, quit for the day. With about a 33% advantage all the time, it is difficult to imagine you losing more often than you win. When using method number three note that you will not get to shoot the dice. You must have a bet on the pass or don't pass line in order to shoot the dice.

In methods 1 & 2 when it is your turn to roll the dice, bet whatever you are using for a base bet. If you win let it ride three times. *If* you're lucky enough to make three passes in a roll, pull your winnings and try to repeat the cycle. If you can make three passes in a row just once, out of eight attempts, you will make a profit. For example: You're using a $10 base bet and lose the first seven times you handle the dice (results = $70 down). The eighth time you handle the dice you succeed in making three passes in a row. This results in an eighty dollar win (10+10=20 20+20=40 40+40=80). If you fail to make three passes in eight attempts you could double your bet and try eight more times. If you succeed, you have still made a profit.

Method three has no sets or sessions. You play until you reach your win goal or lose your daily bankroll. There was about two years time and several hundred thousand hands of blackjack involved in obtaining the statistics applicable to blackjack. That is not the case concerning dice. Only about ten thousand rolls are involved when it comes to their statistics.

The chart on the next page shows the difference between the statistics on blackjack and dice. Because the betting procedures for method number one and Blackjack are identical, the comparison is between those two only. As can be seen, It appears that the absolute guarantee of random chance is truly a positive feature for the Star System.

COMPARISON CHART (10,000 decisions ea.)

$10 base bet P.P.# = 2-2-2-4	**Blackjack**	**Dice**
1. Out of pocket money invested.***	11,966	7,837
2. Average number of decisions per set	5.23	4.59
3. Average number of sets played before losing session.	28	54
4. Average Bet per decision,	9.39	5.65
5. Average Win per decision,	2.57	1.71
6. Profit percentage vs. out of pocket money invested. ***	25.2%	28.3%

*** Out of pocket money. Monies removed from your stack of chips (winnings included), and used to wager with. A rider is not out of pocket money. It is winnings left on the board and is an extension of the previous hand or roll. In essence, it is like the Daily Double at a race track.

Reference # 1: This shows that a winning roll in dice appears more often than a winning hand in blackjack. Results are that you get more wins in pre-progression phase.

Reference # 2: Still shows that winning rolls are occurring more frequent than winning hands in blackjack.

Reference # 3: Same as reference number 1 & 2.

Reference # 4: Same as above.

Reference # 5: Same as above.

Reference # 6: Due to most of your wins occurring in your pre-progression phase. The lowest percentage you can get in this phase is 33%.

Chapter 8
BACCARAT

As everyone knows, there is nothing that takes the place of experience. I have never played the game of Baccarat so I will not pretend to be an authority on the subject. I will, however, pass along my thoughts on Baccarat and tell you why, and how I would play the game.

The reason I would play Baccarat is that the house percentage is down around 1%. Some people think it is as low as .85%, but the real authority on the subject thinks it is closer to 1.25%.

Either one is no problem for the Star System, and I do consider myself an authority on that subject. What I will attempt to do in this segment is to take my experience with the Star System, and combine it with the experience of the Master of Baccarat. The results should be a good and profitable system.

The Master of Baccarat can be no other than Mr. Tommy Renzoni. Mr. Renzoni was born in 1915 and has spent his entire adult life playing the game of Baccarat. It was he who first introduced the game to Las Vegas in 1959. It is said that he has probably observed or presided over twenty million Baccarat decisions. If he doesn't know the game, then nobody does.

His book, "Renzoni on Baccarat", is unique and is one of my favorite books on gambling. In it there is not one single system for beating the game. It simply contains the basic laws, doctrine, and the so called secrets of gambling, that can only be obtained by a lifetime of gambling. I hope to have absorbed some of that information, and that it will prove profitable in the days to come for both of us. I am sure you would also enjoy the book. It contains much valuable information that the serious gambler needs to heed. It is published by Lyle Stuart, Inc., Secaucus, New Jersey 07094.

The one thing that he consistently emphasizes is that regardless of what game you are playing, **you must learn to recognize and respect streaks.** Not recognizing and respecting streaks is the primary reason for losing when gambling. He has seen many fortunes lost by people who refuse to swing over to the other side. In the past, entire kingdoms were lost for this reason when playing the game of Baccarat. In other words, **Learn to go with the flow.** This is especially true in the game of Baccarat.

I feel that the reason all those kingdoms and fortunes were lost is as follows. Hundreds of years ago someone, an Einstein of those days, invented a game that went against all the laws of probability as known by the average person. That game today is

known as Baccarat. The same principles that apply to modern day card counting are also at work in the game of Baccarat. Because eight decks are in use and nine is the point number it becomes much more difficult to comprehend. Why else would the banker be required to hit and stand on certain numbers in certain situations, and the players be required to use a different set of circumstances.

The basic laws of probability are an almost natural instinct to the average person. They tell you that any time you have a fifty-fifty chance of winning you should win if you stick with the same position for a few more times. This is a valid assumption. In fact it is one of the corner stones of the Star System.

In Baccarat, this philosophy does not seem to be valid. The reason is simple. That is the way the game was designed. Over a long period of time the banker and player will both win about the same number of hands, thus the fifty-fifty chance of winning is valid.

However, for the short run, due to **the composition of the eight decks, and dealer-player mandatory requirements,** there can be a very long run of losses for one side or the other. If you're a King using a progression system, you just lost your Kingdom. If you' are just a millionaire, you only lost a fortune. **Why?** Because you refused to go with the trend.

According to Mr. Renzoni, runs of seven or eight passes are common place and there are many runs of nine to twelve passes. Sometimes, as high as fifteen or twenty consecutive passes may occur. Mr. Renzoni says that he considers three or more decisions in one direction enough to be a trend. Almost any book you read on Baccarat will tell you the same thing. It's a fact. Baccarat is a game of streaks. You need a way to take advantage of that fact.

There are two ways I can see that this can be accomplished. The first is simple. Use the basic Star System and switch sides every time you experience three consecutive losses. By using that approach you will never suffer defeat by the seven or eight losing passes which are common place in the game.

The second approach is quite a bit different, but still simple. It is strictly an insurance bet against the streak. It will cost four dollars if you are using a ten dollar base bet. All you need to do, in order to break even, is to win just one time out of fifty.

If seven or eight consecutive wins or losses are common place, then one time out of fifty is acceptable odds. It not only ensures you against the long losing streak, it can also make you a lot of money. Here is the way it works.

On your fourth and last pre-progression bet, wager an equal amount (the insurance bet), on the other side. You will let this bet ride while you continue to play your normal progression set on the opposite side.

As I said, it is an insurance bet against the streak. If just one single win occurs on the side that you are playing, you have lost your four dollars. You will then be without insurance for the remainder of the set. At least, you will have one win going for you. If the lost trend continues - just one time out of a fifty - for five more hands, it will have paid for itself. Remember, continuous streaks of seven and eight are common in Baccarat.

Let's look at an example: Let us use a $10 base bet and play the bankers hand. When you get to your fourth pre-progression bet you will place a $4 insurance bet on the player's side.

	Banker's Hand	L = lost W = win		
		Player's Hand		
Pre-progression bets	2 L			
	2 L			
	2 L			
	4 L	4 Insur. & let it ride.	W = +8	Running total
	10 L	8 and riding.	W = +16	-4
Progression ladder	20 L	16 and riding.	W = +32	-8
	30 L	32 and riding.	W = +64	-6
	50 L	64 and riding.	W = +128	+8
	80 L	128 and riding.	W = +256	+56
	Stop			

As can be seen, at the $50 step on your progression ladder, you could quit and have an eight dollar profit. If you continue to the last step and lose you have made a $56 dollar profit on the insurance side. At this point you are probably hoping for another loss so you can collect the insurance money. I repeat, I have never played the game of Baccarat, but the above two methods should have good results when playing such a game. Either one will ensure you are never the victim of the streak.

CHAPTER 9

ROULETTE

If you know the Star System's progression ladder and recovery procedures, you should have no problems with Roulette. It is an easy game to play. There are a few facts of which you should be aware.

Because of the zero and double zero on the wheel, the house will always have at lease a 5.23 % advantage over you. This percentage only applies to bets made on the red or black, the odd or even, or the low numbers (1-18) and high numbers (19-36) . The odds on the other bets available can go as high as thirty five to one.

You will only play the bets that give the house its least advantage. Most professionals would call any bet that gives the house a 5% advantage, "a sucker bet". Don't worry about it. The Star System will normally handle a 5% disadvantage with ease.

The only thing that may cause you a problem is that long consecutive losing streak. You may as well face the facts. Sooner or later it is going to happen to everybody. When it does, owing to its unique recovery design, the Star System will recover probably 98% of the time.

You now have the option of playing either or both sides. As a result, you can almost eliminate ever having to play recoveries via the insurance bet. I said almost because, a zero or double zero will cause you to lose both sides.

Review the chapter on Baccarat to learn how and why to play the insurance bet. I do not recommend switching sides, as I did in Baccarat, because of the following reason. The spin of the wheel, like the toss of the dice, guarantees the next number to be the result of a 100% random chance. There is no chance (as in Baccarat or Blackjack), that the composition of the remaining deck is going to affect your coming hands.

If you compare it to playing the don't pass line in Craps, there is one thing that you will have in your favor. You should win your first bet of the set a lot more often. According to the laws of probability, in Roulette you should get an automatic loser (0 or 00), two times in thirty eight. When playing the don't pass line in Craps you should get an automatic loser (7 or 11), eight times in thirty eight. Once you get to the second bet of the set, your wins should come about 4% less frequent.

Chapter 8

SPORTS BETTING

Sports betting, such *as* Baseball, Basketball, Football, and others may very well offer you the best opportunity of all when it comes to gambling. Without a doubt, it is the easiest because you have no memory work at all. You will have plenty of time to refer to your notes.

To use a good analogy let us compare sports betting with blackjack betting. By doing so, you can easily see why sports betting should be very profitable. First of all, card counters in the game of blackjack get barred because casinos know they are vulnerable to them. Second, A card counter's advantage rarely exceeds three percent. Add that three percent to the fifty-fifty chance you have when using basic strategy, and you get fifty three percent. It all boils down to this: A fifty three percent advantage will make you a winner.

Pick-Em Services

In sports betting there are Pick-Em Services. You will find their advertisements in many sports magazines and newspapers. Some of these services advertise a success rate of approximately seventy percent. These services are in competition with each other therefore one that doesn't produce good results will not stay in business very long.

Can you imagine playing blackjack with a seventy percent advantage all the time. That would be better than owning your own gold mine. If they can really attain the percentages they advertise, then I would be more than happy to pay them the small fee they charge for their services.

These companies normally consist of a group of professional people who make it their business to know which team, horse, or dog has the best chance of winning on any given day. Probably all these services are computerized and have immediate access to all the latest and pertinent handicapping information. In addition, many of them have their own personal contacts that supply them with a little inside information ever now and then.

Daily Line

There is also the Daily Line which is more popularly known as the Spread. Its source is Las Vegas. It handicaps sporting events and its results are normally printed in your local newspaper. Its function is not to pick winners, but to provide a point handicap to one of the participants. When applied to the final score, this point handicap should result in the teams playing to a tie.

For example: you notice in the local paper that the Dallas Cowboys and New York Jets are playing tomorrow and the Jets are a 10 point favorite. That means if you were to place a bet with someone you could get Dallas and ten points or you could get New York and minus ten points.

You may as well flip a coin. When the Spread is applied, you basically have a fifty-fifty chance of winning. Using the same analogy as before, this would be the same as playing blackjack with a neutral deck. A good example of playing with a negative deck would be to tell your friend to forget the point spread, you will take Dallas even.

At this point the pick-em services take over, and via one way or another, they attempt to pick the winner. They will give you their picks every day for every team in the league. They will usually have about three which they highly recommend. They also will normally have a pick of the day. The teams are usually given a rating such as a one star team or a three star team. The pick of the day may have a four star rating. Chances are good that a little inside information was obtained on this pick.

There are several routes you can choose to use when betting the sports. Probably the safest route would be to play the pick of the day and let all wins ride. You are only going to have one bet a day going for you, so you may as well put some money on it. An example of a $100 base bet is: 20-20-20-40, 100-200-300-500-800. It is hard to believe that the pick of the day could go nine times without winning two in a row. Via using the rider you will ensure a nice profit.

Let's say that in the above example you finally got your two consecutive wins at the $200 step. That would give you a $400 profit. If you prefer, you could forget about using the rider (cancel out method goes into effect), and stretch the set out to possibly 15 or 20 attempts. If the Rider isn't used, then your profit in the above example would be $200.

Another route could be to go with all three of the top picks. Odds say that two of them will win more often than two of them will lose.

Also, you might entertain the idea of betting all the picks every day. Theoretically speaking, you still have the odds in your favor. Even if your pick-em service was right only half the time, that still gives you a fifty-fifty chance. That is exactly what the Star System is designed to beat.

If you live in an area where there are no betting parlors, and you are doing your betting with a friend, then I suggest that you get several friends. Friends are like the casinos, when they discover you are winning by skill, instead of luck, they prefer you go someplace else to do your betting.

I have never personally gotten involved in sports betting

because I have always lived in places off the beaten track, and the opportunity was not available. If I ever do live where there are pick-em services and betting parlors, then I am sure I will. Make yourself a wall chart similar to the one below and it will be easy to keep track of your betting.

In the following example let's use a $100 base bet and 20-20-20-40 as our pre-progression bets. Let's go with every team picked by our favorite pick-em service.

Date = June   R = Rider   ■ = End of set

Team	1	2	3	4	5	6	7
Dallas	$20 lost	$20 win R			($40) win ■		
New York			$20 win R	($40) win ■			$20 win
Atlanta		$20 lost	$20 lost	$20 lost	$40 lost	$100 win R	$200 win ■
Denver	$20 win R					($40) lost	$20 win R
Houston							
St. Louis					$20 win R		

Dallas: Picked by pick-em service to win on 1 June. They lost. They were also picked on 2 June. They won. On 5 June, they were picked again. Our bet from 2 June was riding. A win equals a profit of $40.

New York: On 3 June they were picked to win and did win. On 4 June they were picked again. Our previous win is riding. They won again and the results are a $60 profit & end of set. On 7 June they are picked again and we initiate a new set.

Atlanta: Picked on 2,3,4,& 5 June to win and lost all four days. On 6 June they are picked to win and do. On 7 June they are picked again. Our bet is riding and they win. Our profit is $200 and that is the end of set.

Denver: On 1 June they are picked to win and did win. On 7 June they are picked again. Our previous bet was riding and we lost it. On 8 June they are picked again and we make our second $20 pre-progression bet.

they are picked to win we will be letting that money ($40) ride.

Because of limited space the above chart is only a segment of an actual chart. An actual chart would contain every team of the league and cover the entire season. A large wall chart might be what is needed.

CONCLUSION

The Star System, as covered in chapters one, two, and three of this book, is a very safe system to play. As advertised, it is a very slow progression system. Many people may find this slow down in action a reason to become discouraged with the system. For that reason, there are several versions of the Stsr System which you prefer to play.

These versions are relatively safe. They are for the gambler who, for one reason or another, prefers faster action and is willing to accept the additional risks.

Version 1; It is quite rare to get to the second recovery session (maybe once per 200 sessions). Let's dispense with it, and play a primary base bet session and only one recovery session. By doing so you can now use **sixty** as the figure to compute your bankroll and primary base bet. Example: You have a $600 bankroll. Divide by sixty and you can now start with a ten dollar base bet. A three dollar base bet is called for if playing two recovery sessions. Remember, you will only get to play one recovery session, but about ninety-five percent of the time that is all you need.

Every time you double your bankroll, double your base bet. Example: You have a three hundred dollar bankroll. Divide that by sixty and you can play a *$5* base bet primary session and a $10 recovery session. As soon as you bankroll increases to $600 you can switch to a $10 base bet primary session. You will still have enough money to play a $20 recovery session if necessary.

Version 2: Version two is a compromise between the primary Star System and version one. The bankroll required is 105 times your primary base bet and it will let you play *a* minimum of nineteen consecutive losses before losing your bankroll. When compared to the twenty-one consecutive losses the regular Star System lets you play, it can be seen that it is almost as safe as the regular Star System, but for only one half the required bankroll.

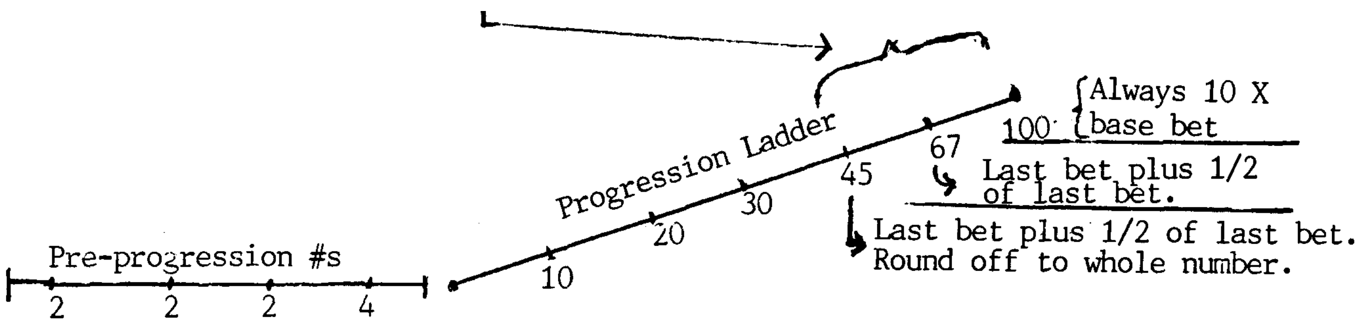
The major advantage over version one is that you will recover much faster due to the fact that you are tripling your base bet rather than doubling it. In addition, you will now have ten steps on the ladder of your first recovery set instead of just six as in version one or the regular Star System.

Your primary session progression ladder remains the same as in the normal Star System. Example: Tens = 2-2-2-4, 10-20-30-50-80-stop. There are three changes concerning your recovery session.

1. Your primary base bet will be triple your primary session base bet.
   This can be accomplished by dividing your loss from the previous session
   by seven rather than ten. Rounding it off to the nearest whole number
   that is divisible by five is O.K.

2. You do not total up your pre-progression numbers and bet them as one bet
as in version one or the normal Star System. Always play them one at a
time, just as you normally do.

An additional step is added to the progression ladder. The changes occur on the last three steps. Example: $10 base bet.



Four or five winning sets while in your recovery session will usually fully recover your loss from the previous session and you can then return to your regular primary session base bet. If you are a card counter in the game of Blackjack, you may want to exercise some of the options found on pages 62 and 63. By doing so, you may recover with just one winning set.

If you are playing dice, then keep in mind that once you get pass the come-out roll, the odds swing way over to your favor. That being the case, you may want to entertain the idea of letting all wins ride and enjoy the profit potentials found on page 47.

Version 3: A version «f the Star System f«r Craps, Roulette, etc. in which you still have nine steps on your progression ladder, but a higher average win rate due to the fact that most of your wins come prior to the fifth attempt. X means to wait and watch for one or two losses before you begin to bet.

	Pri. Set X	Profit	Recovery Set X	Profit
Pre-progression bets	1	3	1	3
	2	5	2	5
	3	6	4	9
Normal betting	5	4	8	17
	10	9	15	15
	15	9	30	30
	25	14	45	30
	40	19	67	29
Total	101		100	28
			150	28
Bank roll = $523			Total 422	

Version 4: A version of the Rider System (appendage # 1 , pg. 99). A mini rider system that only requires a $111 bankroll. If you wait and watch for a loss or two, you can in reality get thirteen steps on your progression ladder.

	Mini Rider X	Profit
All wins ride	1	3
	2	5
	3	6
	4	6
	5	5
	7	6
	9	5
	12	5
	16	5
	22	7
	30	9
Total	111	

No recovery sessions:
Via playing that set
over & over again, you should come out
ahead in the long run.

Version 5: Another version of the Rider System for the $5 minimum, $100 max. bet tables y«u may occasionally run across such as on a cruse ship. You could bet 14 steps in this ladder if you waited and watched for two losses before you begin to bet.

$5 minimum bet version:

All wins ride

	X or XX	Profit
	5	15
	5	10
	5	5
	5	0 start over
	10	10
	15	15
	20	15
	30	25
	40	25
	55	30
	75	35
	100	35
Total	365 = BK Roll	

In some smaller casinos you will find tables with a $1 minimum, $50 maximum, or a $2 minimum, $50 maximum bet. The below progression ladders should give you an excellent opportunity to walk out a winner.

All wins ride

{1 - 50}

Primary Set Bet	Primary Set Profit	Recovery Set Bet	Recovery Set Profit
1	3	1	3
1	2	1	2
1	1	1	1
1	0	1	0
3	5	6	14
4	5	10	20
5	4	15	25
7	5	20	25
10	7	25	20
13	6	35	25
17	5	50	35
Total 63		165	

Bank = $228

SAME AS FIRST SET OF RIDER SYS.

{2 - 50}

Primary Set

Bet	Profit
2	6
2	4
2	2
6	12
8	12
10	10
15	15
20	15
25	10
35	15
50	25
Total $175	

No Recoveries

Play same as version # 4.

TOURNAMENT BLACKJACK

Tournament Blackjack is 180 degrees out of phaze with the Star System. In tournament blackjack your goal is to win as much possible in about an hours time.

At the present time I am working on a system for tournament blackjack. It will still be based on two consecutive wins but will employ a more consistent use of Riders coupled with the found on page sixty-two of this book.

A GO FOR THE BRASS RING TYPE SITUATION.

PLAY RIDER SYSTEM – Pg. 99 – Appendage # 1

USE 1, 2, 3, 4 AS PRE-PROGRESSION INSTEAD OF 1,1,1,1

DIVIDE BANKROLL BY 500 (I.E. 500) 10,000 = BK. ROLL; 20 = ANS

Forget PRIMARY SESSION – Begin WITH REC. #1 (2 SESSIONS)

TO FIGURE BETS, MULTIPLY 20 X BASE BET ON Pg. 100

EXAMPLE

PRI.	REC.
20	20
40	40
60	60
80	80
120	200
160	400
200	600
300	800
400	1100
500	1500
700	2000
2580	6800

NOTES

IF TOWARDS END OF TIME LIMIT AND YOU ARE NOT AHEAD OF OTHER PLAYERS, MOVE UP TO REC. SESSION AND PLAY FOR HIGHER STAKES.

Total 9380 $600 pad

THE RIDER SYSTEM

One of the best books I have ever read on the subject of gambling is "Renzoni on Baccarat", by Tommy Renzoni. Mr. Renzoni has lived his entire life as a gambler, and is the person responsible for introducing the game of Baccarat to Las Vegas in 1959. It is said that he has probably observed or presided over more than twenty million decisions in the game of Baccarat.

As you may already know, the Baccarat tables are normally sectioned off from the rest of the casino in a lush and richly decorated area. The dealers are usually dressed in a tuxedo, and it is normally thought of as a high stakes game in which high rollers are the main participates.

Over the years, Mr. Renzoni has probably known more high rollers on a first name basis than you or I will ever see in a lifetime. According to him, all the successful ones have one trait in common, and that is the fact that they let almost every win ride. With that in mind, I came up with this system which I call "The Rider System". For a good understanding of the potentials that letting a bet ride can offer, please review chapter four (Riders).

I recommend that the use of the Rider System be restricted to the game of Blackjack for the following reason. If one of your wins is a blackjack or doubles, or a combination of both, it will increase your profits from three to ten times over that which you would have achieved via two consecutive wins in any other game. A chart showing all combinations and their respective payoffs can be found on pages 62 & 63.

Needless to say, if you are going to play Blackjack, it is absolutely necessary to play Basic Strategy (page # 51). All results shown in this section were achieved by playing basic strategy and no card counting was involved.

Although this system is a spin-off of the Star System, and many of the principals used in its design are similar to the Star System, it is **definitely** not the Star System. For one thing, the Star System does not employ the use of Riders in its progression ladder unless you are a card counter in the game of Blackjack. Ten or fifteen losses in the Rider System may only be five or six losses in the Star System. In fact, it's possible that it may even be zero losses. There are also major differences in their progression ladders and recovery sets. Last but not least, the Star System will give you a higher percentage of profits versus money invested. For those reasons and more, I consider the Star System to be about twice as good as the Rider System.

Nevertheless, the Rider System easily passed Dr. Wilson's acid test (see Introduction page). The time involved was about the same as the Star System. That means it should take you about six hours to double the $520 bankroll which the system requires. For that reason I recommend that you use $100 as your win goal. It should take you about an hour to win that much. That works out just right because almost any book you read on the subject of blackjack will recommend that you hold your playing sessions down to about an hour. There are two reasons for that. First, it keeps you from getting tired and making mistakes. Second, It is a big help in preventing the casinos from identifying you as an undesirable. An undesirable is anybody that can consistenly beat them, and that is regardless of whether you are a card counter or not.

The following results are from fifty sessions I played using a $500 bankroll and $100 as my win goal (I.E. Win $100 or lose $500) .

sessions 1-26; won, lost # 27, won 28-34, lost # 35, won 36-39,

lost # 40, and won 41-50.

My profit was $3,570.00 due to the fact that it is very seldom that you will end a session with an exact $100 win. Usually it will be two to five

dollars over. Since then I have probably played another twenty sessions without a loss.

Only one of the losses, would I classify as a battling situation. The other two losses were due to those unbelievable losing streaks that will happen to everyone sooner or later. One loss was the result of twenty-five consecutive losses. The other one only had one consecutive win.

Probably both could have been prevented had I been playing in a casino and changed tables after a losing session. Instead (because I was so sure I couldn't lose), I continued to play out of the same shoe which was in pitiful shape and naturally I ended up losing. After the third loss, I decided to check the condition of the cards in the six deck shoe from which I was playing. It contained about six or seven separate slugs of cards and each of those was comprised of about 10-15 high cards or 10-15 low cards. As a result, Rule # one. Just as in the Star System (page #55), always change tables after a lost session and be rid of that particular card combination forever.

Don't forget, there is no such thing as a perfect system that can't lose. Sooner or later, everyone is going to experience one or more of those unbelievable losing streaks. Your savior at such a time is to have a daily bankroll and stop if you lose it. When such a streak does come along - before you blame the system - ask yourself the following question. Could any system have beat the run of luck you just had? I believe you will discover that the answer to that question will be No.

The objective of a winning system is to win more money than it loses over the long run. The Rider System should easily do that for you.

In any game of chance where you basically have a fifty-fifty chance of winning, you should have just a good a chance as the dealer of getting two wins in a row. I'm sure you will agree, getting two consecutive wins is not something you would consider unusual. In fact, three wins in a row is not uncommon. With the Rider System, your goal is to achieve two wins in a row (in the Star System, one win will often do it.).

Below is your progression ladder. You will need to memorize it. You don't need to memorize the profit figures. One thing you want to remember is the fact that this is a slow system that is designed to win a little at a time. Its primary objective is to get you through those long losing streaks and still end up with a profit. Probably the most important ingredient needed to make it work, is patience on your part. Suppress that desire to go for the big bucks fast.

All wins ride

Primary session Bet	Profit, two wins in a row.	Recovery # 1 Bet	Profit, two wins in a row	Recovery # 2 Bet	Profit, two wins in a row
1	3	1	3	1	3
1	2	1	2	1	2
1	1	1	1	1	1
1 start over	0	1 start over	0	1 start over	0
3	5	6	14	10	26
4	5	8	14	20	46
5	4	10	12	30	56
7	5	15	17	40	56
10	7	20	17	55	61
13	6	25	12	75	66
17	5	35	17	100	66
Total $63		Total $123		Total $334	

Total bankroll ~~required~~ RECOMMENDED = $520.00

Although this seems to contradict what I just said, I have found it to be extremely rare to begin the first session of the day with fifteen to twenty consecutive losses. So, like a race horse coming out of the starting gate fast and then settling back to a nice safe pace with plenty left in reserve, I like to start my first session of the day off with recovery # 1 until about twenty-five dollars ahead. Then switch back to my primary set and remain there until I have reached my win goal or lose the set (remember, a lost set is a lost session). If you lose your primary session, then go to recovery # 1 again, and this time begin at the six dollar step. After you achieve two consecutive wins, you then start the set over and this time you include the ones. Do so for each new set you play while in recovery # 1 until you have recovered the $63 you lost in your primary set. At that time you revert back to your primary set.

The procedure is the same in the event you lose recovery # 1 and have to play recovery # 2 (I.E. Skip the ones and begin on the $10 step). After you achieve two consecutive wins, you then revert back to using the ones until you have recovered the entire $123 you lost in recovery # 1. At that time you would switch back and play recovery # 1 until recovering the $63 you lost in your primary set.

Let's run through an example in which one of your wins is a blackjack. Let's say you begin your primary set and lose eleven hands in a row. That puts you sixty-three dollars down. You then begin recovery # 1 on the six dollar step. You lose the next four hands ($6, $8, $10, & $15 Total = $39)• Add to that the $63 you lost in your primary set and you are $102 down. Your next bet is $20 and you win. You now have $40 which you let ride and you get a blackjack on the next hand. Your payoff is $100 and that is the end of the set. You have recovered all but $22» You now begin another set in recovery # 1, and this time you include the ones. All kinds of combinations are possible. The best one is to win a doubles and follow it with another doubles. In that case, you win ten times the amount of your original bet. In the above example, a doubles followed by doubles would have recovered everything and given you a $78 profit to boot.

PLAYING IT SAFE

In the event you are past the half way point on your progression ladder, and your first win is a blackjack or doubles, you may want to play it safe. That decision will be up to you. In either case (blackjack or doubles), the procedure is the same. You pull your original bet (or bets if doubles), and let your winnings ride. If you win, you win big. If you lose, you lose nothing as it was all house money at stake. Think of it as a free shot. Example: You bet $10 and get a blackjack (pays $15). Pull your original $10 bet and let the $15 ride. If you win again, you have made a nice $30 profit. If you had lost instead of winning, you still would have your original $10 and can replay the $10 step on your progression ladder. Let's look at a doubles example. You bet $10 and decide to go down for doubles. You now have $20 invested and you win. Pull your original $20 and let the $20 winnings ride. If you win, you have a nice $40 profit. If you lose, you still have your original $20 bet and can replay the $10 step that you originally began with. As I said, think of it as a free shot. If you win, you win big. If you lose, you break even and can play that step on the ladder again.

With average luck and no long losing streak, this system will make you a consistent winner. If you like it, then you really should try the Star System. It is a lot safer and it will give you a higher percentage of profit versus money invested. More important than that is the fact that it will survive most any long losing streak which the Rider System might fail.

[Why casino executives fight mathematical gambling systems](#)

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